



DM was ere 84
DM was ere 85
DM was ere 86
DM was ere 87
DM was ere 88
DM was ere 89

DICK SMITH VZ200

Personal
Colour Computer

Second Book of Programs



DICK SMITH'S SECOND BOOK OF PROGRAMS FOR THE VZ200

Compiled By Paul Beaver

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Poke 30862,80:Poke30863,52:X=VBR(x)

FOREWORD

Unbelievable! we knew that the VZ-200 would prove to be one of the best value for money computers available, and we are happy that thousands and thousands of our customers have agreed with us.

Since the release of the first book of programs, We have seen an incredible increase in the amount of both software and hardware now available for this great new machine! Exciting new products like the Printer-Plotter (Cat no. X 7208) make the VZ-200 an even better computer for the novice and expert programmer alike.

We have received many requests from owners of the VZ-200 who would like to have some larger programs that can take advantage of the 16K RAM Module (Cat no. X 7205). So in this book we have included four longer programs that will show you what you can do with the increased memory on your VZ-200.

We hope that you will enjoy entering the programs contained within this book. They were chosen to give you many hours of education and enjoyment.

Have Fun!

Dick Smith Electronics

Nearly ALL of EM on
tape 1. At 200-

First Book of Prog's

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* Print out

8 on tape - (Not mine but in DSE stores) - (on ^{OR IN} stock)

BATTLESHIPS

Can you destroy the VZ-200 battle fleet before you run out of ammunition? You can find out with the help of this program.

INSTRUCTIONS

The arrow keys will move you around the battle zone and the F key will fire your guns. On the right of the screen your VZ-200 will keep track of the numbers of enemy ships remaining and even their size!

Remember, the enemy ships can be vertical, horizontal, or diagonal on the battle grid. Good luck!

```

10 CLS:P=28672:CLEAR250
15 R#=""
DIMZ(13,13),R(7,4),P(7),Z$(13,13),B(7)
25 DATA255,239,191,159:FORJ=1TO4:READQ:L(J)=Q:NEXT
26 DATA13,16,6,4,2,1:FORL=2TO7:READQ:B(L)=Q:NEXT
30 PRINT@38,"B":PRINT@71,"A":PRINT@104,"T":PRINT@137,"T"
35 PRINT@170,"L":PRINT@203,"E SHIPS.":PRINT@303,"B"
40 PRINT@335,"Y L":PRINT@402,"A":PRINT@371,"L"
45 PRINT@429,"M.J.H":FORX=1TO1000:NEXT
50 CLS:PRINT@231,"SKILL LEVEL (1-2)";
55 FORQ=1TO43:PRINT@329,MID$(A$,Q,13);:B$=INKEY$
60 IFB$="1"ORB$="2"THENL=ASC(B$)-48:GOTO80
65 IFQ=43THENT=50ELSESET=70
70 FORW=1TOT:NEXT:NEXT:GOTO55
80 CLS:PRINT@227,"HOW MANY SHOTS DO YOU WANT";
85 PRINT@261,"(BETWEEN 58 AND 196) ";
87 INPUT:R1=R
95 IFR<58ORR>196THENPRINT@281,"?";:PRINT@282,"?";:GOTO87
120 CLS:COLOR1:PRINT" ":FORX=1TO14
130 PRINT" " :NEXT:PRINT" ";
140 COLOR3:FORX=33TO457STEP32:PRINT@X," ":NEXT
145 PRINT@50,"BATTLESHIPS."
150 PRINT@113,"AIRCRAFT";:PRINT@148,"CARRIER: 1 "
160 PRINT@177,"BATTLE":PRINT@214,"SHIPS: 2 "
170 PRINT@273,"DESTROYERS: 3 " :PRINT@337,"FRIGATES : 3 "
180 PRINT@369,"PATROL":PRINT@406,"BOATS: 4 "
190 PRINT@468,"SHOTS";R;:DATA1,2,3,3,4
195 FORE=7TO3STEP-1:READF:P(E)=F:FORG=1TOF
210 A=RND(3)-2:B=RND(3)-2
215 IFA=0ANDB=0THEN210
216 C=RND(14)-1:D=RND(14)-1
219 M=C:N=D
220 FORX=1TOE
225 IFM<0ORM>13THEN300
226 IFN<0ORN>13THEN300
230 IFZ(M,N)>0THEN300
232 M=M+A:N=N+B
233 NEXT
235 FORX=1TOE:Z(C,D)=E+(G/10):C=C+A:D=D+B:NEXT

```

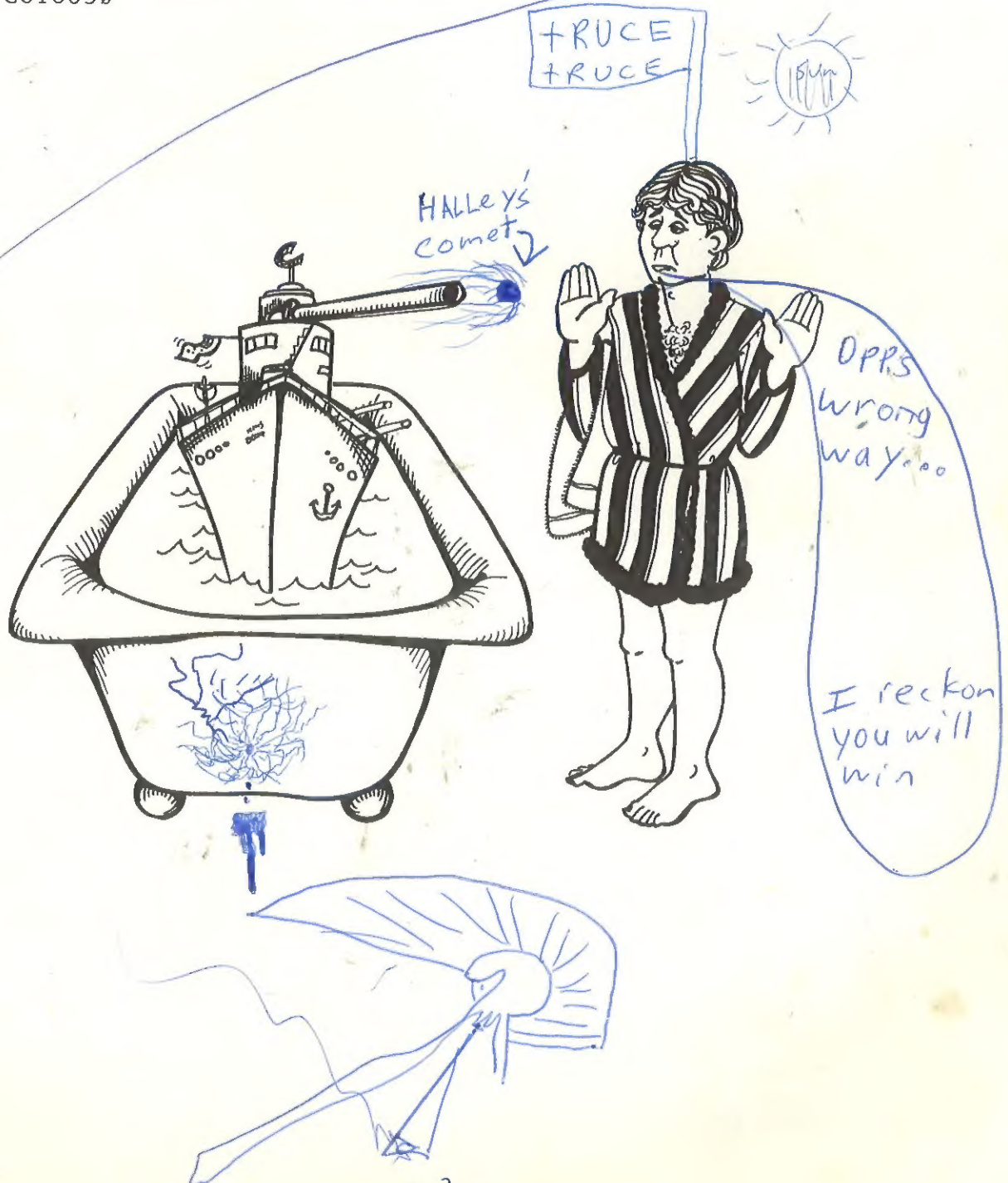


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240 NEXT:NEXT
250 IFL=1ORL=3THEN301ELSEFORX=1TO5
255 A=RND(14)-1:B=RND(14)-1
260 IFZ(A,B)>0THEN255ELSEZ(A,B)=2:NEXT:GOTO301
300 X=E:NEXT:GOTO210
301 X=0:Y=0
305 FORX1=0TO13:FORY1=0TO13:Z$(X1,Y1)=" ":NEXT:NEXT
320 IFR=0THEN700
330 A$=INKEY$
335 PRINT@(Y+1)*32+X+1,Z$(X,Y)
340 IFA$="S"THEN700
345 IFA$="F"THEN400
350 IFA$="M"THENX=X-1:IFX<0THENX=13
360 IFA$=","THENX=X+1:IFX>13THENX=0
370 IFA$="."THENY=Y-1:IFY<0THENY=13
380 IFA$=" "THENY=Y+1:IFY>13THENY=0
385 PRINT@(Y+1)*32+X+1,"#"
390 FORQ=1TO50:NEXT:GOTO320
400 IFZ(X,Y)>10THEN320
410 R=R-1:PRINT@473,R:IFZ(X,Y)=2THENR=R-2::GOTO600
415 IFZ(X,Y)=0THENZ$(X,Y)="X":Z(X,Y)=11:GOTO320
420 IFINT(Z(X,Y))=3THENZ$(X,Y)="|"
430 IFINT(Z(X,Y))=4THENZ$(X,Y)="|"
440 IFINT(Z(X,Y))=5THENZ$(X,Y)="|_|"
450 IFINT(Z(X,Y))=6THENZ$(X,Y)="|_|"
460 IFINT(Z(X,Y))=7THENZ$(X,Y)="|_|"
470 FORJ=1TO4:POKE28672+(Y+1)*32+X+1,L(J):FORJ=1TO600:NEXT
480 S=Z(X,Y)-INT(Z(X,Y)):S=INT((S+.01)*10)
485 T=INT(Z(X,Y)):R(T,S)=R(T,S)+1
487 Z(X,Y)=Z(X,Y)+10
490 IFR(T,S)=TTHEN495ELSE320
495 A1=X-T+1:IFA1<0THENA1=0
496 B1=X+T-1:IFB1>13THENB1=13
497 C1=Y-T+1:IFC1<0THENC1=0
498 D1=Y+T-1:IFD1>13THEND1=13
500 L=Z(X,Y):FORU=A1TOB1:FORV=C1TOD1
510 IFZ(U,V)=LTHENZ$(U,V)=CHR$(ASC(Z$(U,V))-128):Z(U,V)=L+10
515 PRINT@(V+1)*32+U+1,Z$(U,V)
520 NEXT:NEXT:P(T)=P(T)-1:FORW1=7TO3STEP-1
525 PRINT@(7-W1)*64+156,P(W1)
530 NEXT:K=K+1:IFK=13THENCLS:GOTO815:900ELSEGOTO320
600 PRINT@473,R:Z$(X,Y)="M":Z(X,Y)=12:GOTO320
700 COLOR4:PRINT@0,"████████████████████":FORU=32TO448STEP32
705 PRINT@U,"|";PRINT@U+15,"|";NEXT
710 PRINT@480,"████████████████████":COLOR3
715 FORX=0TO13:FORY=0TO13:A=(Y+1)*32+X+1+28672
720 IFZ(X,Y)>11ANDZ(X,Y)<20THENPOKEA,B(INT(Z(X,Y))-10)+64
730 IFZ(X,Y)<10ANDZ(X,Y)>1THENPOKEA,B(INT(Z(X,Y))+64)
735 IFZ(X,Y)>20THENPOKEA,B(INT(Z(X,Y))-20))
740 IFZ(X,Y)=11THENPOKEA,24
750 IFZ(X,Y)=0THENPOKEA,175
760 NEXT:NEXT
800 PRINT@466,"PRESS <E> TO";

```

840 PRINT@387,"DO YOU FEEL LIKE ANOTHER "805 PRINT@501,"ESCAPE.";
 810 B\$=INKEY\$:IFB\$<>"E"THEN810ELSECLS:GOTO820
 815 PRINT@129,"YOU SUNK THE WHOLE ENEMY FLEET."
 820 PRINT@198,"IN";R1-R;"SHOTS YOU SUNK"
 825 PRINT@228,K;"OF THE ENEMY'S FLEET."
 830 Z=K*(R1-R)
 835 PRINT@294,"YOU SCORED";Z;"POINTS.":FORX=1TO1000:NEXT
 840 PRINT@387,"DO YOU FEEL LIKE ANOTHER ";
 845 PRINT@424,"FLEET (Y OR N) ?";
 850 B\$=INKEY\$:IFB\$="Y"THENRUN
 855 IFB\$="N"THENNEW
 860 GOTO850



GRAND PRIX

I/II

Race your car around the track and try to miss the oil slicks. If you can make it around the first track, there are ~~four~~ more waiting to be tried. Are you a good enough driver to beat the VZ-200 race tracks?

1000 Poke

Yes sure on my old

Poke 28776, 224

Poke

in

Poke

in

```

5 GOTO30000
9 P=5:S=0:T=1
10 MODE(1)
15 FORA=1TOP:POKE28767-A*2,195:POKE28799-A*2,60:POKE28831-A*2,60
16 POKE28863-A*2,195:NEXT
19 DP=0:X1=0:Y1=1:X=120:Y=45
27 COLOR2,0:FORC=0TO126:SET(C,0):NEXT:COLOR3
60 IFTD=1THENTD=0:FORZ=1TO50:NEXTZ:GOTO90
61 RESTORE:FORJ=1TO24:READXX:NEXT
62 FORJ=1TO5:FORK=0TO6:READXX:POKEJ*32+28704+K,XX:NEXT:NEXT
80 IFT=1GOSUB1000ELSEIFT=2GOSUB2000ELSEIFT=3GOSUB3000
81 IFT=4GOSUB4000ELSEIFT=5GOSUB5000ELSEIFT=6GOTO7000
83 COLOR2:FORA=116TO125STEP2:SET(A,43):SET(A+1,44):NEXT
84 SET(126,43)
90 COLOR2:SOUND25,4
100 IFPEEK(28416)=255THEN140
110 IFPEEK(28416)=253THENY1=1:X1=0:GOTO140
115 IFPEEK(28416)=239THENY1=-1:X1=0:GOTO140
120 IFPEEK(28416)=223THENX1=-1:Y1=0:GOTO140
125 IFPEEK(28416)=247THENX1=1:Y1=0
140 RESET(X,Y):X=X+X1:Y=Y+Y1:IFPOINT(X,Y)=1THENSET(X,Y):GOTO145
141 IFPOINT(X,Y)=2ANDY1=1THENT=T+1:S=S+INT(C):GOTO148
142 IFPOINT(X,Y)=4THEN50000
143 GOTO10000
145 C=C-L:IFC<0THENRESET(X,Y):GOTO10000
146 RESET(C,0):GOTO100
148 IFT<>4THENSOUND12,1:SOUND14,1:SOUND16,1:GOTO15
149 SOUND7,1:SOUND8,1:SOUND9,1:SOUND9,1:SOUND8,1:SOUND7,1
155 P=P+1:POKE28767-P*2,195:POKE28799-P*2,60:POKE28831-P*2,60
156 POKE28863-P*2,195
160 GOTO15
1000 POKE28744,48:POKE28776,224:POKE28808,48:POKE28840,48
1005 POKE28872,252
1010 FORA=9TO63:SET(0,A):SET(127,A):NEXT
1020 FORA=0TO39:SET(A,63):SET(A+88,63):NEXT
1025 FORA=0TO49:SET(A,8):SET(A+78,8):NEXT
1030 FORA=41TO86:SET(A,61):SET(A,56):NEXT
1040 SET(40,55):SET(87,55):SET(40,62):SET(87,62)
1050 FORA=88TO105:SET(A,54):NEXT
1055 FORA=61TO66:SET(A,30):NEXT
1060 AA=13:AB=31:FORA=21TO33:SET(A-1,AA+28):SET(A+82,AA)
1061 SET(A-1,AB):AA=AA+1:AB=AB-1:NEXT
1070 FORA=31TO41:SET(20,A):NEXT
1080 FORA=33TO39:SET(A,18):SET(A,54):NEXT
1090 FORA=24TO32:SET(45,A):NEXT
1110 FORA=13TO23:SET(73,A):SET(85,A+6):SET(54,A):NEXT
1120 FORA=26TO44:SET(115,A):NEXT
1130 FORA=0TO4:SET(A+40,A+19):SET(A+45,A+32):SET(A+50,A+9):NEXT
    
```

Track 1

224

1135 set(57,63) set(58,63) set 55,63

1135 set 1131 FORA=0TO5:SET(A+55,A+24):NEXT
1140 FORA=49TO79:SET(A,36):NEXT
1160 AA=53:FORA=106TO115:SET(A,AA):AA=AA-1:NEXT
1170 AA=5:FORA=0TO5:SET(A+73,AA+8):SET(A+79,AA+30)
1175 SET(A+86,AA+13):SET(A+67,AA+24):AA=AA-1:NEXT
1180 SET(85,8):SET(86,8):SET(87,8)
1190 FORA=91TO102:SET(A,13):NEXT
1801 POKE28767-P*2,0:POKE28799-P*2,0:POKE28831-P*2,0
1802 POKE28863-P*2,0:P=P-1
1990 L=.3:RETURN
2000 POKE28744,60:POKE28776,195:POKE28808,12:POKE28840,48
2005 POKE28872,255
2010 FORA=106TO119:SET(A,54):NEXT
2020 FORA=54TO58:SET(119,A):NEXT
2030 FORA=59TO63:SET(100,A):NEXT
2040 FORA=50TO59:SET(28,A):NEXT
2050 FORA=0TO19:SET(A,53):SET(A,23):NEXT
2060 FORA=5TO21:SET(A,43):NEXT
2080 FORA=104TO116:SET(A,13):NEXT
2090 FORA=116TO127:SET(A,18):NEXT
2100 FORA=115TO123:SET(A,26):NEXT
2110 COLOR4:FORA=17TO20:SET(A,51):SET(A,45):NEXT
2120 FORA=16TO23:SET(A,50):SET(A,47):SET(A,46):NEXT
2130 FORA=15TO24:SET(A,48):SET(A,49):NEXT:SET(25,49)
2990 L=.2:RETURN
3000 POKE28744,60:POKE28776,195:POKE28808,12:POKE28840,195
3005 POKE28872,60
3010 FORA=92TO101:RESET(A,13):NEXT
3020 FORA=13TO35:SET(102,A):NEXT
3030 FORA=8TO42:SET(98,A):NEXT
3040 FORA=50TO86:SET(A,43):NEXT
3050 FORA=39TO91:SET(A,49):NEXT
3060 FORA=3TO15:SET(34+A,28+A):NEXT
3070 FORA=0TO9:SET(30+A,40+A):NEXT
3075 FORA=31TO40:SET(30,A):NEXT
3080 AA=0:FORA=0TO7:SET(91+A,49+AA):SET(86+A,43+AA):AA=AA-1:NEXT
3090 COLOR4:FORA=29TO38:SET(A+2,21):SET(A+2,22):SET(A+2,23)
3091 SET(A,24):SET(A,25):SET(A,26):NEXT:SET(39,24):SET(39,25)
3092 FORA=26TO34:SET(A,27):SET(A+5,20):NEXT
3093 FORA=29TO31:FORAA=28TO30:SET(A,AA):NEXT:NEXT
3990 L=.16:RETURN
4000 POKE28744,12:POKE28776,60:POKE28808,204:POKE28840,255
4005 POKE28872,12
4010 FORA=9TO59STEP2:SET(42,A):NEXT
4020 COLOR4:FORA=0TO4:SET(100,37+A):SET(102,37+A):SET(103,37+A)
4021 SET(106,37+A):SET(107,38+A):SET(101,36+A):SET(103+A,42)
4022 SET(104,34+A):SET(105,34+A):SET(101+A,36):NEXT
4030 SET(104,41)
4990 L=.13:RETURN
5000 POKE28744,255:POKE28776,192:POKE28808,255:POKE28840,3
5005 POKE28872,255
5010 FORA=20TO28:SET(A,58):NEXT
5020 COLOR4:FORA=0TO5:SET(36+A,11):SET(37+A,12):SET(35+A,13)


```

5030 SET(36+A,14):SET(87+A,31):SET(88+A,32):SET(90+A,33)
5040 NEXT
6010 FORA=0TO2:SET(50,44+A):SET(54,37+A):SET(60,40+A)
6015 SET(60,46+A):SET(65,37+A):SET(70,40+A):SET(70,44+A)
6020 SET(75,37+A):SET(80,46+A):NEXT
6990 L=.08:RETURN
7000 CLS:COLOR8,1
7002 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
7005 RESTORE
7010 PRINT@32, "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
7015 FORA=1TO6
7020 PRINT@136, "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
7025 READP,D:SOUNDP,D
7030 PRINT@136, "CONGRATULATIONS"
7035 READP,D:SOUNDP,D:NEXT
7050 PRINT:GOTO10150
10000 FORA=20TO1STEP-3:COLOR,1:SOUNDA,1:COLOR,0:SOUNDA,1:NEXT
10002 TD=1
10010 IFP=0THEN10020
10011 POKE28767-P*2,0:POKE28799-P*2,0:POKE28831-P*2,0
10012 POKE28863-P*2,0:P=P-1
10013 GOTO19
10020 CLS:F=S/T:PRINT"YOU SCORED A ";
10025 S=S*2
10030 IFS<40PRINT"PATHETIC ";S:GOTO10070
10050 IFS<100PRINT"BUDGET ";S:GOTO10070
10060 IFS<150PRINT"RAD ";S:GOTO10070
10065 IFS<180PRINT"GREAT ";S:GOTO10070
10067 IFS<220PRINT"SUPERIOR ";S:GOTO10070
10069 PRINT"ULTIMATE ";S
10070 PRINT:PRINT"YOU RATE A-";
10075 F=F*1.75
10090 IFF<20PRINT"GRANNY":GOTO10150
10095 IFF<35PRINT"SUNDAY DRIVER":GOTO10150
10100 IFF<43PRINT"ROOKIE":GOTO10150
10110 IFF<50PRINT"AMATUER":GOTO10150
10115 IFF<57PRINT"PRO"
10120 A$=INKEY$:A$=INKEY$
10150 PRINTTAB(6);"ANOTHER GAME (WELL)?";
10155 TD=0
10160 A$=INKEY$:IFA$="N"THENCOLOR,0:END
10170 IFA$<>"Y"THEN10160
10180 GOTO9
20000 DATA8,3,6,3,4,4,6,3,8,3,11,5,9,3,8,3,8,3,6,3,6,3,4,7
30000 CLS:COLOR5,1:RESTORE
30001 FORA=1TO29STEP2:PRINT@A," ";PRINT@A+480," ";NEXT
30002 FORA=1TO14:PRINT@A*32+1," ";PRINT@A*32+29," ";NEXT
30005 A$=INKEY$:IFA$="N"THEN9
30010 PRINT@42, "XXXXXXXXXXXX"
30015 PRINT " " BY M.BRYHAM & S.SOUTHON"
30020 PRINT " " BY USING -"
30030 PRINT " " 7 Q-UP S-DOWN
30040 PRINT " " S M-LEFT , -RIGHT

```

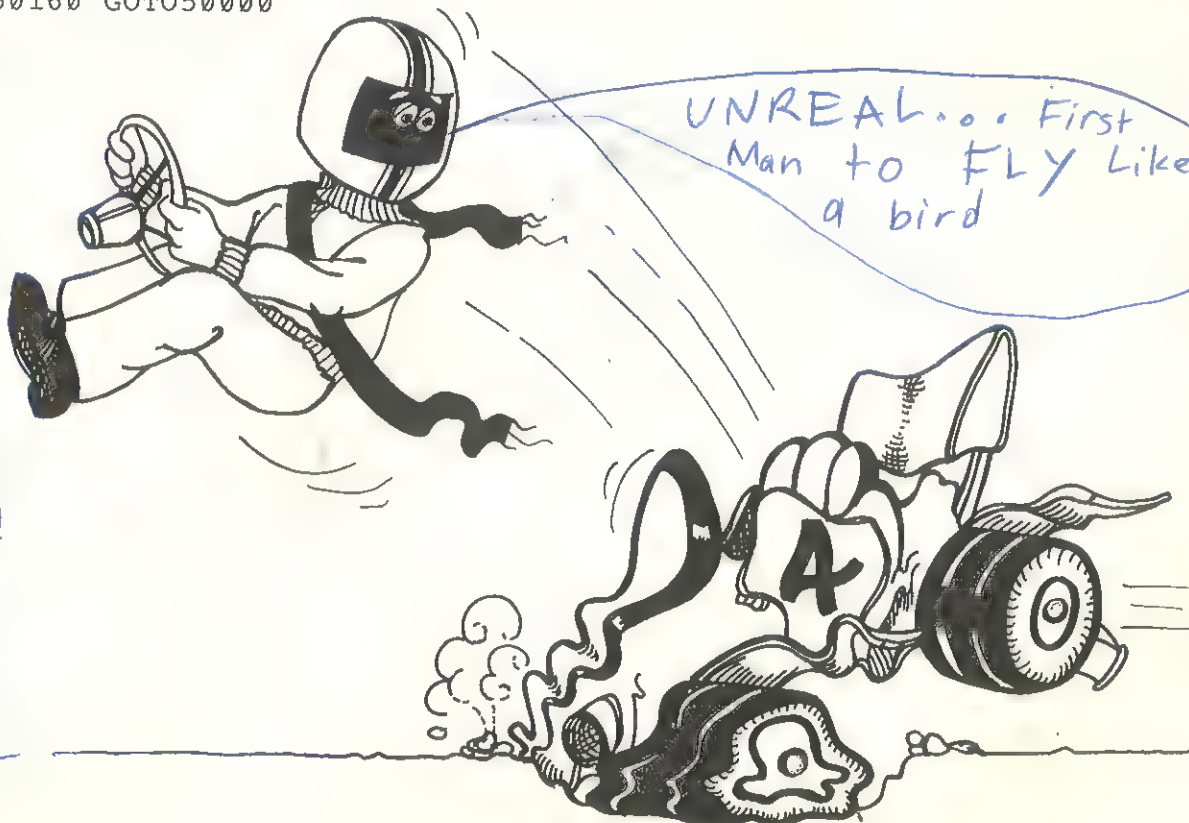



```

30050 PRINT"  YOU MUST NAVIGATE THE
30060 PRINT"  TRACKS OF INCREASING"
30070 PRINT"  DIFFICULTY. AVOID THE
30080 PRINT"  SLICKS.
30090 PRINT:PRINT"  HIT ANY KEY
30095 A$=INKEY$
31000 FORA=1TO12:READP,D:SOUNDP,D
31010 B$=INKEY$:IFB$<>" "THEN9
31030 NEXT
31040 B$=INKEY$:IFB$<>" "THEN9
31060 GOTO31040
40000 DATA255,207,192,240,60,48,192,12,12,51,12,195,51,0
40010 DATA12,15,195,252,192,60,0,12,12,51,12,195,51,0
40020 DATA12,12,51,12,60,48,192
50000 X1=RND(3)-2:IFX1=0THENY1=RND(3)-2
50002 COLOR4:SET(X,Y)
50005 X=X+X1:Y=Y+Y1
50007 C=C-L-L:IFC<0THENRESET(X,Y):GOTO10000
50008 RESET(C,0):COLOR2
50010 IFPOINT(X,Y)=3THEN10000
50015 IFPOINT(X,Y)=1THEN100
50020 SET(X,Y)
50100 IFPEEK(28416)=255THEN50140
50110 IFPEEK(28416)=253THENY1=1:X1=0:GOTO50140
50115 IFPEEK(28416)=239THENY1=-1:X1=0:GOTO50140
50120 IFPEEK(28416)=223THENX1=-1:Y1=0:GOTO50140
50125 IFPEEK(28416)=247THENX1=1:Y1=0
50140 IFPOINT(X,Y)=3THEN10000
50150 COLOR4:SET(X,Y):COLOR2:X=X+X1:Y=Y+Y1:SET(X,Y):X1=0:Y1=0
50160 GOTO50000

```

brick wall



ATTACK OF THE KILLER TOMATOES

You are trapped in a maze with the deadly killer tomatoes! If they catch you they will kill you. All is not lost, you can destroy the killer tomatoes by digging holes for them to fall into and then filling the holes in when they are trapped. Remember even though the killer tomatoes have very poor eyesight and can't see your holes they are BIG! You need a large hole to trap them and even then you have to be quick to fill the hole in before they can escape and chase you. If you manage to destroy all the killer tomatoes, a new and larger crop will ripen and you will again be fighting for your life!

INSTRUCTIONS

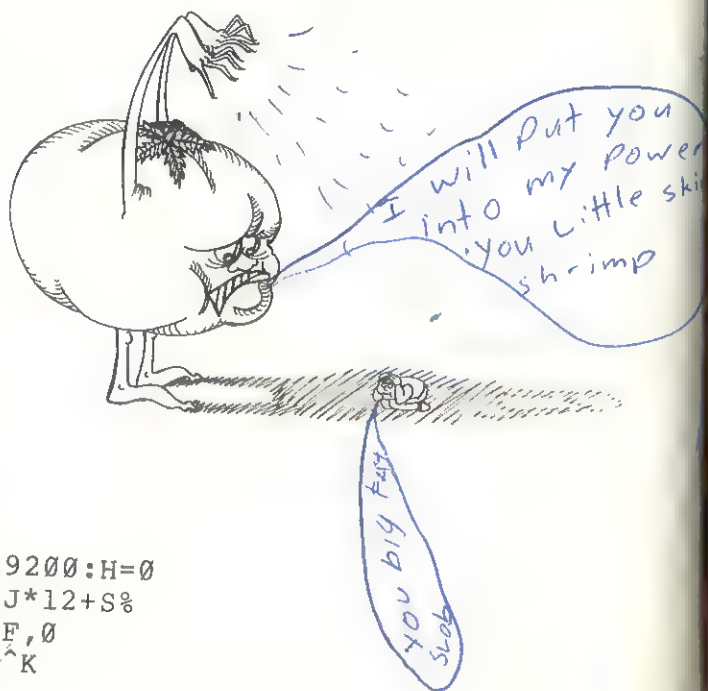
T= Deadly Killer Tomatoe

X= You

Use the arrow keys to move around the maze. The ^{on} ~~X~~ ^{poke} Key to dig a hole and the ^C ~~C~~ key to fill it in. GOOD LUCK!

```

1 REM ATTACK OF THE KILLER
2 REM TOMATOES
3 REM BY APOLON IVANKOVIC
4 REM
5 CLS:COLOR2,1:GOSUB16
6 GOSUB42
7 GOSUB50
8 GOSUB54
9 GOSUB60
10 IFCTHEN13
11 GOSUB90:IFS<5000THEN13
12 IFN2<2THENGOSUB90
13 IFC=0THEN9
14 GOSUB120:IFK$="Y"THEN6
15 CLS:END
16 DIMN(13),D(13,4),P$(14)
18 PRINT@266,"PLEASE WAIT":S%=29200:H=0
19 FORI=0TO15:FORJ=0TO1:F=I*24+J*12+S%
20 READA%:FORK=11TO0STEP-1:POKEF,0
21 IFA%>2^KTHENPOKEF,1:A%=A%-2^K
22 F=F+1:NEXT:NEXT:NEXT
23 FORI=0TO383
24 IFPEEK(S%+I)<>0THENPOKES%+I+400,0:GOTO36
25 F=-1:IFPEEK(S%+I+1)=0THENF=F+1:T(F)=2
26 IFPEEK(S%+I-1)=0THENF=F+1:T(F)=4
27 IFPEEK(S%+I+24)=0THENF=F+1:T(F)=3
28 IFPEEK(S%+I-24)=0THENF=F+1:T(F)=1
29 IF F=1THEN33
30 K=0:FORJ=0TOF:K=K+T(J):NEXT
31 IFF<>0THENK=K+3
32 POKES%+I+400,K:GOTO36
33 IFABS(T(0)-T(1))=2THENPOKES%+I+400,0:GOTO36
34 K=(T(0)*T(1)/2)+4:IFK=10THENK=8
35 POKES%+I+400,K
    
```



```

36 NEXT
37 FORI=0TO13:READN(I)
38 FORJ=1TON(I):READD(I,J):NEXT:NEXT
39 FORI=0TO14:READP%(I):NEXT
40 FORI=0TO4:READX(I),Y(I):NEXT
41 RETURN
42 CLS:S=0:H1=H:M=3:M$="XXXXX":W=28672:N%=1
43 FORI=0TO383:K=PEEK(S%+I)
44 IFK>1THENPOKES%+I,0:K=0
45 J=INT(I/24)*8+I+W:POKEJ,P%(K)
46 NEXT
47 PRINT@90,"SCORE":PRINT@122,USING"#####";S
48 PRINT@188,"MEN":PRINT@220,LEFT$(M$,M)
49 PRINT@283,"HIGH":PRINT@314,USING"#####";H1:RETURN
50 U=RND(349)+24:K=PEEK(U+S%):IFK<>0THEN50
51 FORI=1TON%:IFT(I)=UTHEN50ELSENEXT
52 V=0:J=INT(U/24)*8+U+W:POKEJ,P%(2)
53 POKEU+S%,2:C=0:RETURN
54 N%=N%+1:IFN%>8THENN%=8
55 N2=N%:FORI=1TON%
56 T(I)=RND(349)+24:K=PEEK(T(I)+S%):IFK<>0THEN56
57 K=PEEK(T(I)+S%+400):IFK=0THEN56
58 R(I)=D(K,RND(N(K))):J=INT(T(I)/24)*8+T(I)+W
59 POKEJ,P%(14):NEXT:RETURN
60 K$=INKEY$:B%=0:IFK$="W"ORK$="."THENV=1
61 IFK$="S"ORK$=","THENV=2
62 IFK$="Z"ORK$=" "THENV=3
63 IFK$="A"ORK$="M"THENV=4
64 IFV=0THENRETURN
65 IFK$="X"THEN72
66 IFK$="C"THEN77
67 I=U+X(V)+Y(V):K=PEEK(S%+I)
68 IFK<>0THENRETURN
69 J=INT(U/24)*8+U+W:POKEJ,P%(0):POKEU+S%,0
70 J=INT(I/24)*8+I+W:POKEJ,P%(2):POKEI+S%,2
71 U=I:RETURN
72 I=U+X(V)+Y(V):K=PEEK(S%+I)
73 FORJ=1TON%:IFT(J)=ITHENRETURNELSENEXT
74 IFK<>0ANDK<>3ANDK<>4THENRETURN
75 IFK=0THENF=3ELSEF=K+1
76 POKEI+S%,F:J=INT(I/24)*8+I+W:POKEJ,P%(F):RETURN
77 I=U+X(V)+Y(V):B%=1:K=PEEK(S%+I):IFK<3THENRETURN
78 IFK>5THEN82
79 K=K-1:IFK=2THENK=0
80 J=INT(I/24)*8+I+W:POKEJ,P%(K):POKEI+S%,K
81 RETURN
82 IFK=13THEN85
83 K=K+1:POKEI+S%,K:J=INT(I/24)*8+I+W
84 POKEJ,P%(K):RETURN
85 POKEI+S%,0:J=INT(I/24)*8+I+W:POKEJ,P%(0)
86 FORJ=1TON%:IFT(J)=ITHEN(J)=0:N2=N2-1
87 NEXT:S=RND(5)*100+S
88 PRINT@122,USING"#####";S:IFH1<STHENH1=S

```



```

89 PRINT@314,USING"####";H1:RETURN
90 FORI=1TON%:IFT(I)=0THEN103
91 K=PEEK(S%+T(I)):IFK=2THEN105
92 IFK>5THEN99
93 F=T(I)+X(R(I))+Y(R(I)):K=PEEK(S%+F)
94 IFK>5THEN103ELSEGOSUB115
95 IFK=5THEN98
96 IFK=2THEN105
97 GOTO103
98 POKEJ,P%(10):POKET(I)+S%,10:GOTO103
99 IFU+X(V)+Y(V)=T(I)ANDB%=1THEN103
100 K=K-1:J=INT(T(I)/24)*8+T(I)+W
101 IFK=5THENPOKEJ,P%(14):K=0ELSEPOKEJ,P%(K)
102 POKET(I)+S%,K
103 NEXT:IFN2=0THENGOSUB54
104 RETURN
105 J=INT(U/24)*8+U+W:POKEJ,P%(14)
106 POKEU+S%,0:M=M-1:IFM=0THENC=1
107 SOUND1,4:PRINT@220,LEFT$(M$,M);" "
108 FORI=1TO5:PRINT@378,"WOW!!":PRINT@410,"BOOM!"
109 PRINT@442,"BOOM!!":PRINT@474,"BOOM!!"
110 FORJ=1TO400:NEXT
111 PRINT@378,"  "":PRINT@410,"  "
112 PRINT@442,"  "":PRINT@474,"  "
113 NEXT:IFC=0THENGOSUB50
114 RETURN
115 J=INT(T(I)/24)*8+T(I)+W:POKEJ,P%(0)
116 J=INT(F/24)*8+F+W:POKEJ,P%(14)
117 POKEF+S%,0:T(I)=F:F=PEEK(S%+F+400)
118 IFF=0THENRETURN
119 R(I)=D(F,RND(N(F))):RETURN
120 CLS:PRINT"YOU HAVE JUST LOST YOUR LAST"
121 PRINT"MAN !!!":FORI=1TO1500:NEXT
122 PRINT:PRINT:IFS<=HTHEN125
123 PRINT"BUT YOU ALSO GOT THE NEW HIGH"
124 PRINT"SCORE OF ";S;" POINTS !!!":H=S:GOTO122
125 PRINT"ANOTHER GAME ? ...";
126 K$=INKEY$:K$=INKEY$:IFK$<>"Y"ANDK$<>"N"THEN126
127 RETURN
128 REM DATA.
129 DATA4095,4095,2048,2049,3038,2725,2562,701,2811,3745,2562
130 DATA687,2810,2689,2050,2813,3064,2049,2563,3837,2746,649
131 DATA2746,2731,2178,2723,3066,2729,2048,2057,4095,4095
132 DATA1,0,1,1,1,2,1,3,1,4
133 DATA2,1,2,2,1,4,2,2,3,2,3,4
134 DATA3,1,2,3,3,1,2,4,3,1,3,4,3,2,3,4,4,1,2,3,4
135 DATA32,159,24,46,48,15,35
136 DATA35,35,35,35,42,46,46,20
137 DATA 0,0,0,-24,1,0,0,24,-1,0

```

PLOTTER FUN

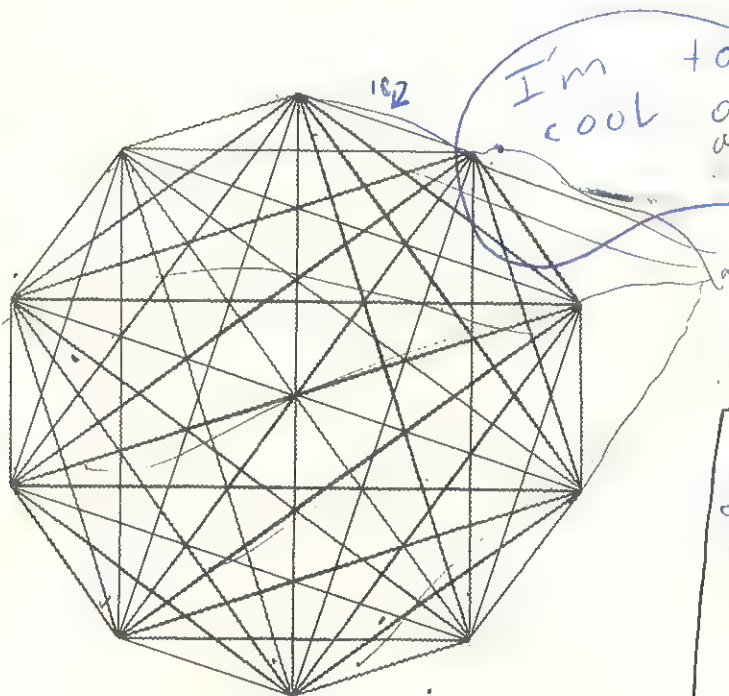
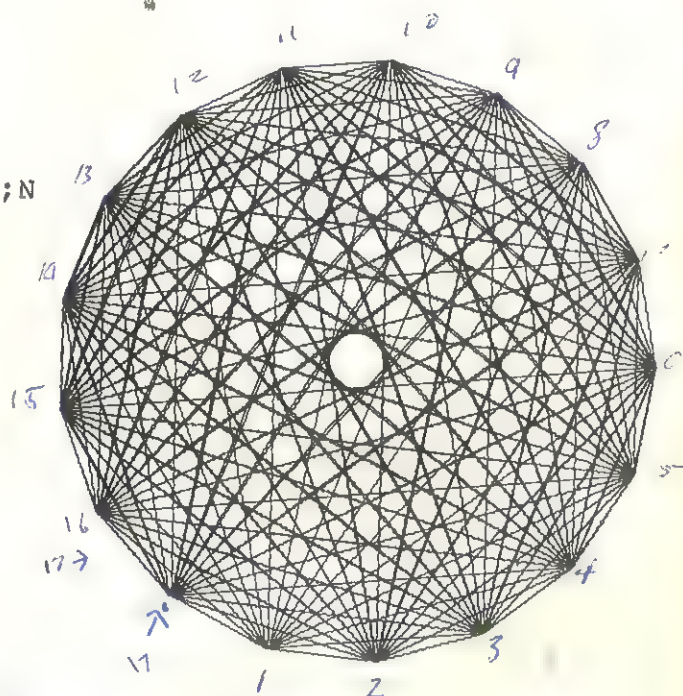
The next four programs will show you just how good the VZ-200 Printer/Plotter (Cat No X 7208) really is! They allow you to create great looking graphics simply.

STAR PLOT

Draw stars with all the points joined to each other.

```

15 REM STAR PLOT BY P.K. BEAVER
10 LPRINTCHR$(18)
20 PI=3.1416
30 LPRINT"M220,-300":LPRINT"I"
40 INPUT"NUMBER OF POINTS(TRY 18)";N
50 DIMA(N):DIMB(N)
60 FOR T=0 TO (2*PI-.001) STEP (2*PI/N)
70 Z=Z+1
80 A(Z)=COS(T)*200+22
90 B(Z)=SIN(T)*200+22
100 NEXT T
110 FOR S=1 TO N-1
120 LPRINT"M";A(S);", ";B(S)
130 FORD=S+1 TO N
140 LPRINT"D";A(S);", ";B(S)
150 LPRINT"D";A(D);", ";B(D)
160 NEXT D
170 NEXT S
180 LPRINT"A"
    
```



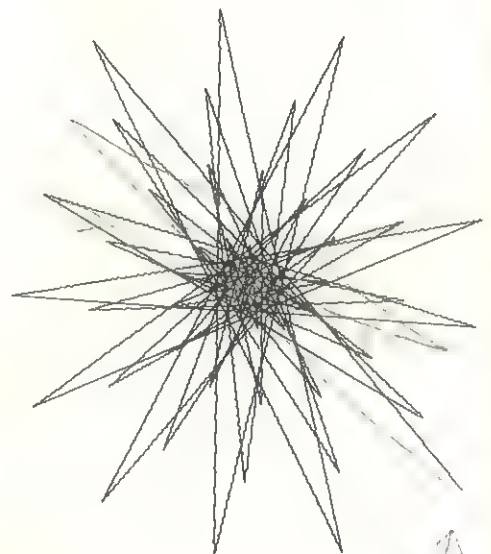
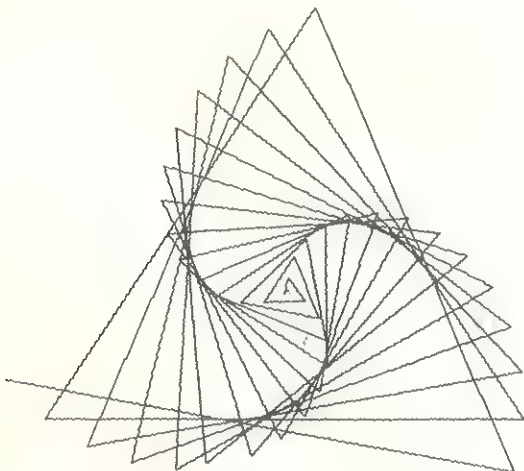
PLOTTER

Draws up to 200 patterns automatically or lets you choose any one of its 360 patterns to draw!

```

10 CLS
20 LPRINTCHR$(18)
30 LPRINT"M220,-350
40 PRINT"PLOTTER BY P.K.BEAVER "
50 PRINT:PRINT
60 PRINT"DO YOU WISH TO PRINT A SERIES"
70 INPUT"OF PATTERNS(Y/N)";Q$
80 IFQ$="Y" GOTO120
90 PRINT
100 INPUT"PICK A NUMBER(1-360)";Y
110 S=99:GOTO150
120 INPUT"HOW MANY PATTERNS (1-200)";N
130 N=260/N
140 FORY=20TO280STEPN
150 LPRINT"C";RND(4)-1
160 LPRINT"I"
170 FORJ=0TO10000STEPY
180 A=J/57.2958
190 B=SIN(A)*J/50
200 C=COS(A)*J/50
210 LPRINT"D";C;"",",",B
220 NEXTJ
230 LPRINT"H":LPRINT"M0,-450"
240 IFS=99 GOTO260
250 NEXTY
260 LPRINT"C0,A"

```



20
360
200
13
14
16
623

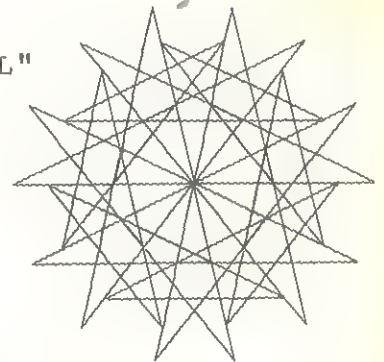
ART DESIGNER

Draws 13 different patterns and then lets you create your own unique designs!

```

10 REM *** ART DESIGNER ***          PROGRAM BY PHILIP HAYNE
20 LPRINTCHR$(18)'SET PRINTER TO GRAPHICS MODE
30 PI=3.14159:HA=.5:HH=240:HW=240:UN=1'INITIALIZE
40 DATA 15,1,5,0,7,2,16,0,200,99,8,2,5,1,13,5,8,0,9,1,6,0,120,39
50 DATA 9,3
60 CLS
70 PRINT@9,"ART DESIGNER"
80 PRINTTAB(5)"THIS PROGRAM FOR THE"
90 PRINT"VZ-200 4 COLOUR PRINTER/PLOTTER. ";
100 PRINT"WILL DRAW A MULTITUDE OF DESIGNS";
110 PRINT"AT YOUR CONTROL."
120 PRINT"THE PROGRAM HAS 2 OPTIONS"
130 PRINT"(1) AUTOMATIC DESIGNS                                OR"
140 PRINT"(2) MANUAL DESIGNS"
150 PRINT"THE 1ST OPTION WILL DRAW 13    PRESET DESIGNS ";
160 PRINT"AUTOMATICLY."
170 PRINT"THE 2ND OPTION ALLOWS YOU TO    INPUT 2 DESIGN ";
180 PRINT"VALUES TO DRAW"
190 PRINTTAB(5)"YOUR OWN ARTWORK!!"
200 PRINT:PRINTTAB(3)"HIT 'RETURN' TO CONTINUE";
210 IFPEEK(28607)<>251THEN210
220 CLS
230 PRINTTAB(10)"OPTIONS"
240 PRINT"(1) AUTOMATIC                                (2) MANUAL"
250 PRINT:INPUT"ENTER '1' OR '2'";KB
260 IFKB<1ORKB>2THEN250
270 IFKB=1THEN300ELSE400
300 CLS:PRINT"READY PRINTER!"
310 PRINT:PRINT"HIT 'R' WHEN READY"
320 IFPEEK(28670)<>223THEN320
330 CLS
340 FORN=1TO12
350 READ K,J'READ CODE DATA
360 PRINT@230,"A=";K,"B="J;"          PRINT CODE VALUES ON SCREEN
370 GOSUB1000'DRAW DESIGN
380 NEXT N
390 RESTORE:GOTO220
400 CLS:PRINTTAB(7)"MANUAL OPERATION"
410 PRINT"THIS OPTION ALLOWS YOU TO"
420 PRINT"ENTER 2 PARAMETERS FOR A DESIGN"
430 PRINT"WE WILL CALL THE 1ST VALUE 'A'"
440 PRINT"AND THE 2ND VALUE 'B'"
450 PRINT"THE 'A' MUST BE 3 TIMES BIGGER THAN 'B'. "
460 PRINT"LOOK AT THE DATA VALUES AT LINES40-50 FOR EXAMPLES."
470 PRINT:PRINT"HIT 'RETURN' TO CONTINUE"
480 IFPEEK(28607)<>251THEN480
490 CLS:K=0:J=0
500 INPUT"ENTER A VALUE FOR 'A' EG.15";K
510 INPUT"ENTER A VALUE FOR 'B' EG.2 ";J

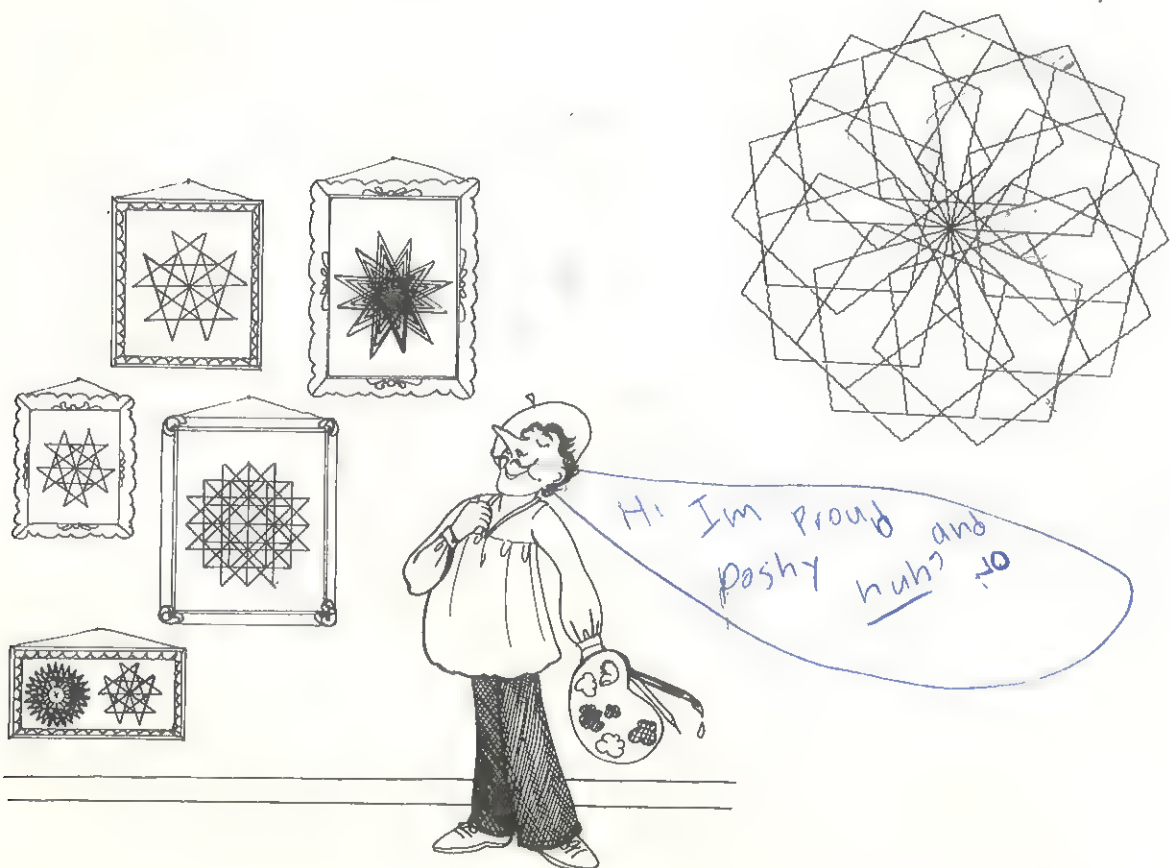
```




```

520 IFINT(K)<>KORINT(J)<>JORK<3ORJ<0ORJ>(K-2)/2THEN600
530 CLS:PRINT"READY PRINTER":PRINT"HIT 'R' WHEN READY"
540 IFPEEK(28670)<>223THEN540
550 CLS:PRINT@260,"PRINTING DESIGN"
560 GOSUB1000
570 GOTO220
600 CLS:PRINT"YOUR VALUE FOR 'A' OR 'B' IS"
610 PRINT"INCORRECT PLEASE TRY AGAIN":FORDD=1TO2500:NEXT:GOTO490
1000 AS=2*PI/K:BS=AS*(J+1)
1010 S=1/SIN(PI*(J+1)/K):TK=K:TJ=J+1
1020 TK=TK-INT(TK/TJ)*TJ
1030 IFABS(TK)>HATHENTT=TJ:TJ=TK:TK=TT:GOTO1020
1040 TJ=INT(TJ+HA):TK=K/TJ
1050 IFTK-INT(TK/2)*2>HATHENS=S+COS(PI*TJ/(2*K))
1060 UI=K+HA:UL=TK-HA
1070 CL=RND(4)-1:LPRINT"C";CL:LPRINT"M0,0":LPRINT"I"
1075 LPRINT"M240,240"
1080 FORI=UNTOUI:CH=0:CV=0:A=(I-1)*AS
1090 FORL=UNTOUL:CH=CH+COS(A)/S:CV=CV+SIN(A)/S
1100 LPRINT"D";HW+INT(HH*CH+HA);", ";HH+INT(HH*CV+HA)
1110 A=A+BS:NEXTL
1120 LPRINT"D";HW;", ";HH:NEXTI
1130 LPRINT"M0,-500":LPRINT"I"
1140 RETURN

```



SCREEN DUMP

This is a useful little subroutine that you can add to your own programs that will allow you to print your hi-res screens in one of two different sizes on the VZ-200 Printer Plotter.

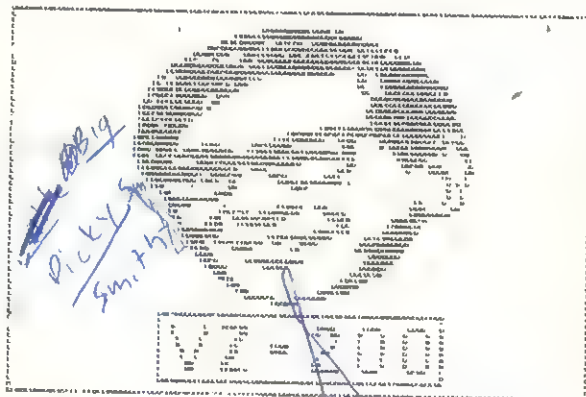
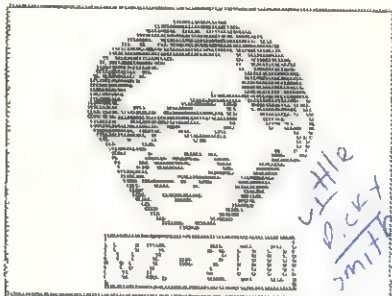
```

4990 REM *** SCREEN DUMP ***
5000 LPRINTCHR$(17)'TEXT MODE
5010 LPRINTCHR$(18)'GRAPHICS MODE
5020 LPRINT"I"INITIALIZE
5030 FORY=0TO63'Y AXIS RANGE
5040 FORX=0TO127'X AXIS RANGE
5050 SP=POINT(X,Y)
5060 IFSP=1THENLPRINT"C2"'IF GREEN PIXEL THEN GREEN PEN
5070 IFSP=2THENLPRINT" " 'IF YELLOW PIXEL THEN LEAVE BLANK
5080 IFSP=3THENLPRINT"C1"'IF BLUE PIXEL THEN BLUE PEN
5090 IFSP=4THENLPRINT"C3"'IF RED PIXEL THEN RED PEN
5100 LPRINT"M";X*3;",";Y*-4'MOVE TO POSITION
5110 LPRINT"J2,0,0,-2,-2,0,0,2"'PLOT A COLORED POINT
5120 NEXTX,Y'NEXT PIXEL
5130 LPRINT"M0,-500"
5140 END'OR RETURN IF SUBROUTINE
5150 REM THIS PROGRAM WILL DO A SMALL SCREEN DUMP IF YOU CHANGE
5160 REM LINE 5100 TO

```

PROGRAM BY PHILIP HAYNE

5100 LPRINT"M";X*2;",";Y*-3



VZ LOTTO

Let your VZ-200 win you a fortune! This program will help you pick your lucky numbers. It can even help you with your system entries. Good luck!

```

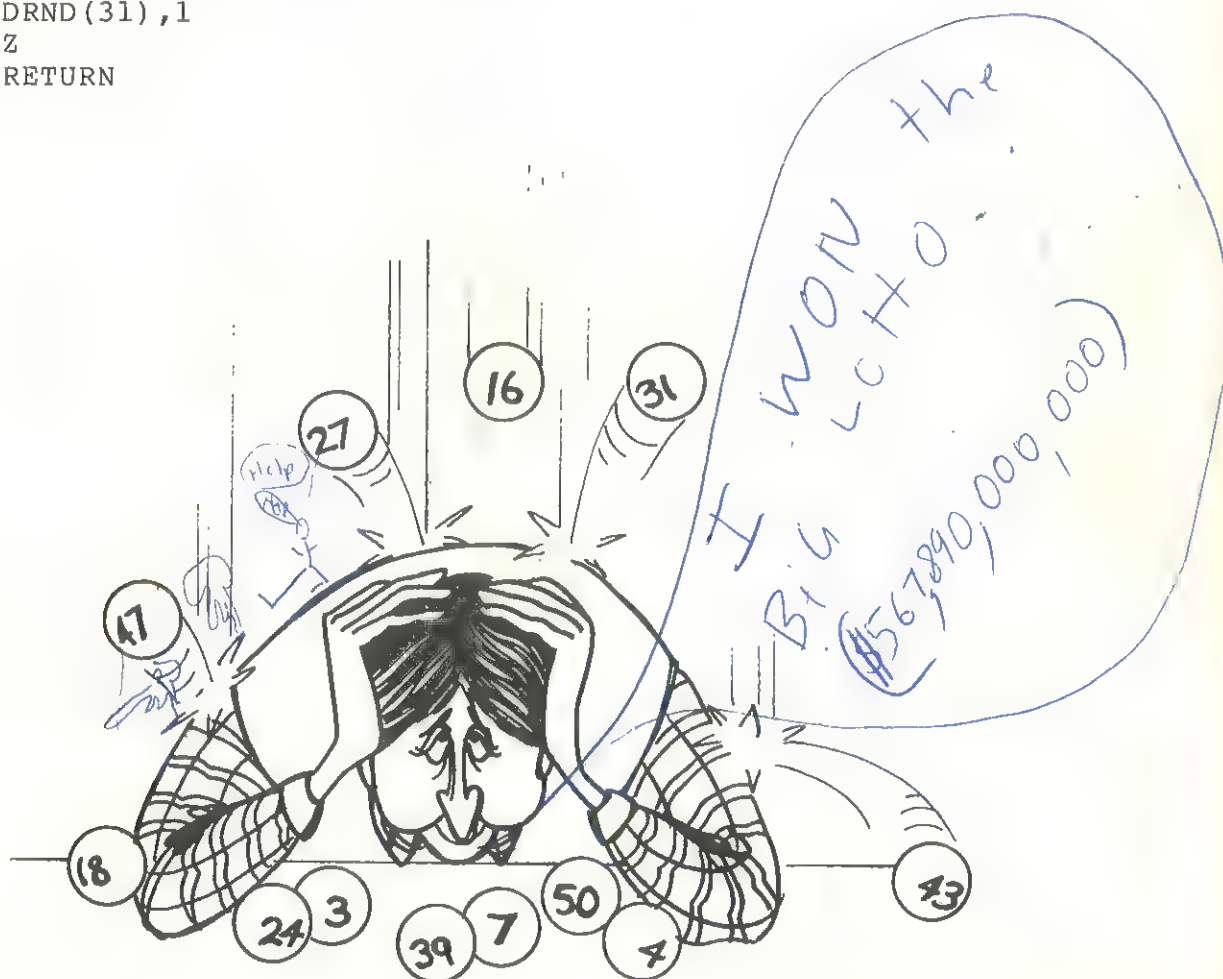
1 DIMN(41),P(13):TL=28672:BL=29152:TR=28703:BR=29183:GOSUB100
2 B=1:GOSUB124:T=TL+64:FORX=1TO28:POKET+X,195:NEXT
3 FORX=TTOBL-32STEP32:POKEX,207::NEXT:FORX=TR+62TOBR-96STEP32
4 POKEX,207:NEXT:FORX=T+36TOBL-29STEP32:POKEX,197:POKEX+4,197
5 POKEX+8,197:POKEX+12,197:POKEX+16,197:NEXT
6 FORX=T+56TOBL-64STEP32:POKEX,197:NEXT
7 FORX=T+64TOT+321STEP64:FORY=1TO28:POKEX+Y,195:NEXT:NEXT
8 FORX=1TO20:POKEBL-32+X,195:NEXT
9 FORX=1TO7
10 PRINT@93+X*4,X;:PRINT@157+X*4,STR$(X+7);
11 PRINT@221+X*4,STR$(X+14);:PRINT@285+X*4,STR$(X+21);
12 PRINT@349+X*4,STR$(X+28);
13 NEXT
14 FORX=1TO5:PRINT@413+X*4,STR$(35+X);:NEXT
15 PRINT@5,V$;:PRINT@37,L$;
16 FORX=1TOP:P$=STR$(P(X))
17 IFP(X)<8THENPRINT@94+P(X)*4,CHR$(240+P(X));:NEXTX
18 IFP(X)>7ANDP(X)<10THENPRINT@130+P(X)*4,CHR$(240+P(X));:NEXT
19 IFP(X)>9ANDP(X)<15THENPP=130:GOSUB40:NEXT
20 IFP(X)>14ANDP(X)<22THENPP=166:GOSUB40:NEXT
21 IFP(X)>21ANDP(X)<29THENPP=202:GOSUB40:NEXT
22 IFP(X)>28ANDP(X)<36THENPP=238:GOSUB40:NEXT
23 IFP(X)>35ANDP(X)<41THENPP=274:GOSUB40:NEXT
24 PRINT@438,"ANOTHER?";:PRINT@472,"(Y/N)";
25 FORX=1TO4:SOUND1+3*X,1:SOUND18+3*X,1:NEXT
26 C$=INKEY$:IFC$=""ORAS<>"N"ANDC$<>"Y"THEN33
27 IFC$="N"THENCLS:END
28 IFC$="Y"THENC$="":GOTO2
29 PRINT@PP+P(X)*4,CHR$(240+VAL(MID$(P$,2,1)));:GOTO49
30 SOUNDP(X)/2,1:PRINTCHR$(240+VAL(RIGHT$(P$,1)))
31 IFP(X)<31THENSOUNDP(X),1:RETURNELSESOUNDP(X)-15,1:RETURN
32 PRINT@5,V$;:PRINT@37,L$;
33 FORX=1TO9999:NEXT
34 STOP
35 (L$="VZ LOTTO")
36 (L$="VZ LOTTO")
37 CLS:PRINT@229,V$;:PRINT@261,L$;PRINT@335,"BY"
38 PRINT@360,"R.D. BOUSFIELD";
39 PRINT@493,1984;
40 FORX=1TO3:SOUND13,2:NEXT:FORX=1TO3:SOUND13,1:NEXT
41 SOUND15,3::SOUND11,3:SOUND13,4
42 RETURN
43 FORX=1TO2:SOUND10+X*2,1:SOUND15+X*2,1:NEXT
44 CLS:PRINT@233,"SYSTEMS ENTRY?(Y,N)";:SOUND15,1:A$=INKEY$
45 A$=INKEY$:IFA$=""THEN126ELSEIFA$<>"Y"ANDA$<>"N"THEN126
46 IFA$="N"THENP=6:GOTO135ELSEPRINT@300,"ENTER YOUR SYSTEM"
47 A$=INKEY$:IFA$=""THEN128ELSEIFVAL(A$)<1THEN128ELSEA=VAL(A$)

```

```

129 IFA>2ANDA<7THENP=6:GOTO135ELSEIFA>6THENP=A:SOUND1,1:GOTO135
130 FORX=1TO1000:NEXT:SOUND1,1
131 C$=INKEY$:IFC$=""THENGOTO130ELSE D=VAL(C$):IFB>2THEN130
132 P=D+10
135 CLS:PRINT@233,"XXXXXXXXXXXX":FORX=1TO999:NEXT
136 A$=INKEY$:IFA$=""THEN136ELSEIFA$<>"Y"ANDA$<>"N"THEN136
137 IFA$="N"THEN160
140 PRINT@230,"TYPE YOUR LUCKY NUMBER"
141 PRINT@262,"THEN PRESS RETURN";
142 INPUTL:IFL>40ORL<1THEN142
145 P(1)=L:B=2:IFL<31THENSOUNDL,1ELSE SOUNDRND(31),1
160 CLS:PRINT@267,"XXXXXXXXXX":FORJ=1TO40:N(J)=J:NEXT
165 SOUNDRND(31),1
170 X=40
180 FORZ=1TOP:REM P IS PICKS
185 SOUNDRND(31),1
190 Y=RND(X)
200 P(Z)=N(Y):IFZ=1ANDL>0THENP(1)=L:Y=L:GOTO210
205 IFY=P(1)ANDL>0THENSOUND1,1:GOTO190
210 FORQ=YTOX:N(Q)=N(Q+1):NEXT:X=X-1
215 SOUNDRND(31),1
220 NEXTZ
230 CLS:RETURN

```



my no's

| | | | | | |
|----|----|----|----|---|---|
| 18 | 47 | 24 | 4 | 3 | 7 |
| 39 | 50 | 43 | 81 | 6 | |
| 27 | | | | | |

ESP TESTER

Do you have any hidden powers? Try this program to find out!
Test yourself for Clairvoyance or Precognition.

```

10 'ESP TEST BY PAUL WORDEN
15 X=RND(20):FOR I=1 TO X:A=RND(2):NEXT I
18 K$="CLAIRVOYANCE"
20 REM GRAPHICS INTRO TO 100
21 CLS:FOR K=1 TO 30:PRINT@0+K," ";:PRINT@448+K," ";:NEXT K
30 GOSUB 2000
105 CLS:PRINT@0,"COMPUTER CONTROLLED E.S.P. TEST"
106 SC=0
108 PRINT@73,"TEST FOR :-";
110 PRINT@135,"<C>LAIRVOYANCE":PRINT@199,"<P>RECOGNITION"
112 PRINT@391,"<I>NSTRUCTIONS";
115 FOR I=1 TO 20:A$=INKEY$:NEXT I
120 A$=INKEY$:IF A$="" THEN 120
125 CLS:IFA$="I" THEN 3000
126 SOUND 31,1
127 IFA$="C" THEN E$="CLAIRVOYANCE":GOTO 130
128 IFA$="P" THEN E$="PRECOGNITION":GOTO 130
129 GOTO 105
130 IFA$="C" THEN FOR J=1 TO 25:GOSUB 1000:GOSUB 500
140 IFA$="P" THEN FOR J=1 TO 25:GOSUB 500:GOSUB 1000
150 IF P$=LEFT$(PICK$,1) THEN SC=SC+1
160 PRINT@384,"OUT OF ";J;" TESTS";
165 PRINT@416,"YOUR SCORE IS ";SC;
170 NEXT J
175 FOR Q=1 TO 2000:NEXT Q
180 CLS:PRINT"RESULTS OF 25 SAMPLE"
182 PRINT"E.S.P. TEST ON ";E$
183 PRINT:PRINT"YOUR SCORE WAS ";SC:PRINT
184 IF SC>10 THEN PRINT"YOU ARE SIGNIFICANTLY PSYCHIC":GOTO 210
186 IF SC>7 THEN PRINT"YOU ARE SLIGHTLY PSYCHIC":GOTO 210
188 IF SC<0 THEN PRINT"STRONG PSYCHIC AVERSION TO E.S.P":GOTO 210
190 IF SC<3 THEN PRINT"SLIGHT PSYCHIC AVERSION":GOTO 210
195 IF SC>=3 AND SC<=7 THEN FZ=1
200 IF FZ=1 THEN PRINT"THERE IS NO SIGNIFICANCE IN YOUR SCORE"
210 PRINT:PRINT K$:GOSUB 5000:CLS:GOTO 105
500 IF J=1 THEN PRINT"ENTER YOUR PREDICTION" ELSE 525
505 PRINT@138,"<S>TAR";:PRINT@170,"<B>OX";
510 PRINT@202,"<L>INES";:PRINT@234,"<T>RIANGLE";
520 PRINT@266,"<C>IRCLE"
522 PRINT@73,E$;
525 B$=INKEY$
530 P$=INKEY$:IF P$="" THEN 530
531 IF P$="S" THEN 540
532 IF P$="T" THEN 540
533 IF P$="L" THEN 540
534 IF P$="B" THEN 540
535 IF P$="S" THEN 540

```

```

536 IFP$="C"THEN540
537 GOTO530
540 SOUND31,1:RETURN
1000 S$(1)="STAR":S$(2)="BOX":S$(3)="LINES":S$(4)="TRIANGLE"
1020 S$(5)="CIRCLE"
1030 PICK$=S$(RND(5))
1050 RETURN
2000 F$(1)="■■■■ ■■■■ ■■■■"
2010 F$(2)="■ ■ ■■"
2020 F$(3)="■■■ ■■■■"
2030 F$(4)="■ ■ ■■"
2040 F$(5)="■■■■ ■■■■ ■■■■"
2048 FORI=1TO100
2049 Y=RND(5):IFY=5THENSOUNDRND(31),1
2050 IFY=1THENP=138
2051 IFY=2THENP=170
2052 IFY=3THENP=202
2053 IFY=4THENP=234
2054 IFY=5THENP=266
2060 X=RND(13)
2070 PRINT@P+(X-1),MID$(P$(Y),X,1);
2080 NEXT I
2090 PRINT@138,P$(1);:PRINT@170,P$(2);
2100 PRINT@202,P$(3);:PRINT@234,P$(4);:PRINT@266,P$(5);
2105 FORI=1TO3:SOUND1,3:SOUND4,2:SOUND3,2:SOUND2,2:NEXT
2107 SOUND1,4
2110 PRINT@386,"COMPUTER CONTROLLED ESP TEST";
2120 PRINT@458,K$;
2130 FORI=1TO20:A$=INKEY$:NEXT
2140 A$=INKEY$:IFA$=""THEN2140ELSERETURN
3000 CLS:PRINT:PRINT"THE COMPUTER ADMINISTERS TWO"
3005 FORI=1TO20:A$=INKEY$:NEXT
3010 PRINT"TYPES OF TEST.":PRINT"CLAIRVOYANCE TO DETERMINE"
3020 PRINT"IF YOU CAN PREDICT WHAT IS":PRINT"OUT OF SIGHT."
3030 PRINT"AND PRECOGNITION,"
3040 PRINT"THE ABILITY TO SEE INTO":PRINT"THE FUTURE."
3050 PRINT:PRINTK$;
3055 GOSUB5000:CLS
3060 PRINT"IN THE FIRST TEST THE":PRINT"COMPUTER CHOOSES"
3070 PRINT"A SYMBOL BEFORE YOU":PRINT"MAKE YOUR CHOICE."
3080 PRINT"IN THE SECOND TEST THE":PRINT"SYMBOL IS CHOSEN"
3090 PRINT"AFTER YOU HAVE MADE":PRINT"YOUR CHOICE."
4000 PRINT:PRINTK$:GOSUB5000:CLS
4010 PRINT:PRINT"YOU ARE GIVEN 25 CHOICES."
4015 PRINT"ON COMPLETION OF THE TEST":PRINT"YOUR SCORE IS "
4018 PRINT"CHECKED AGAINST WHAT":PRINT"YOU WOULD"
4020 PRINT"BE EXPECTED TO GET IF YOU"
4025 PRINT"ANSWERED RANDOMLY."
4030 PRINT:PRINTK$:GOSUB5000:CLS
4035 PRINT:PRINT"A SCORE OF 8 OR MORE IS ":PRINT"SIGNIFICANT."
4040 PRINT"A SCORE OF MORE THAN":PRINT"10 IS OUTSTANDING"
4045 PRINT"CONSISTENT LOW SCORING SHOWS A "
4050 PRINT"PSYCHOLOGICAL AVERSION":PRINT"TO ESP."

```



```
4052 PRINT"THERE IS NO POSSIBILITY":PRINT"OF CHEATING WITH"  
4053 PRINT"THIS TEST.":PRINT  
4055 PRINTK$:GOSUB5000:CLS  
4060 GOTO105  
5000 FORI=1TO20:A$=INKEY$:NEXT  
5010 A$=INKEY$:IFA$=""THEN5010ELSERETURN  
9999 END
```



MORSE TUTOR

Want to learn Morse Code? This program will make it easier! Let your VZ-200 show you the morse code and then send you messages! You can change the message sent and even the speed.

```
1 'BY PETER SEK 01OCT83
2 POKE30970,140:POKE30969,5
3 CLEAR280
4 DATA0,33,85,0,1,85,0,205,92,52,201,0
5 FOR I=-29712TO-29701STEP1
6 READD:POKEI,D
7 NEXTI
8 CLS
14 DIM KQ$(13),B$(64),C$(36)
25 PSUB=-29707:PL=240:PH=139
50 TXT$="AXSET HBDIJ OPQRM ZCGNV UYLKWF 12345 67890"
55 SX=5:S=85
56 R=3
60 R$(1)="A-Z      ":R$(2)="1-9      ":R$(3)="A-Z,1-9"
61 R$(4)="ALL      "
62 C$(1)="FRACTIONAL BAR"
64 C$(3)="UNDERLINE"
66 C$(8)="BREAK SIGN"
68 C$(15)="ERROR"
69 C$(33)="END MESSAGE"
70 C$(35)="PRELIMINARY CALL"
90 CLS
92 GOSUB1500
95 GOSUB1600
105 PRINT@103,SX;
107 PRINT@120,R$(3)
110 P=64:GOSUB1650
120 P=128:GOSUB1650
130 P=416:GOSUB1650
135 GOSUB1760
140 GOSUB3000
150 GOSUB1550
155 PRINT@469,;:INPUTK$
160 IFK$="1"THENGOTO2000
170 IFK$="2"THENGOTO300
180 IFK$="3"THENGOTO2400
200 IFK$="4"THENGOTO600
210 IFK$="5"THENGOTO900
220 SOUND31,2:GOTO155
300 REM
310 GOSUB1760
320 GOSUB3030
330 GOSUB1550
335 K$=""
340 PRINT@469,;:INPUTK$
350 IFK$="1"THENR=1:GOTO390
360 IFK$="2"THENR=2:GOTO390
370 IFK$="3"THENR=3:GOTO390
```



```

380 IFK$="4"THENR=4:GOTO390
382 IFK$=""THENGOTO390
385 SOUND31,2:GOTO340
390 PRINT@120,R$(R)
505 GOSUB1760
507 PRINT@195,;"COMPUTER RANDOMLY SELECTED";
508 PRINT@235,"CHARACTERS";
509 GOSUB2810
510 IFR=2THENRX=9:RD=48
520 IFR=1THENRX=25:RD=1
530 IFR=3OR R=4THENRX=62:RD=1
535 GOSUB2800
537 POKE30862,PL:POKE30863,PH
540 REM
545 T=RND(RX)+RD
548 IFR=3AND((T>26ANDT<48)ORT>57)THENGOTO540
549 L=LEN(B$(T))
550 IFL<1THENGOTO540
553 KX$=INKEY$
556 IFKX$="X"THENGOTO135
560 GOSUB2850
580 GOSUB2300
590 GOTO540
600 REM
610 GOSUB1760
615 GOSUB2610
620 P=1:I=1
630 FORX=192+PTO384+PSTEP32
640 PRINT@X,CHR$(I+64);" ";B$(I);
650 I=I+1
655 IFI>26THENGOTO690
660 NEXTX
670 P=P+8
680 GOTO630
690 GOSUB2620
695 INPUTK$
700 GOSUB1760:GOSUB2610
720 P=1
725 I=112
730 FORX=229+PTO357+PSTEP32
740 PRINT@X,CHR$(I);" ";B$(I-64);
750 I=I+1
760 NEXTX
770 P=P+11
780 IFP<20THENGOTO730
785 GOSUB2620
790 INPUTK$
800 GOSUB1760
810 GOSUB2610
815 P=194
820 FORX=28TO63STEP1
830 IFLEN(B$(X))<1OR(X>47ANDX<58)THEN GOTO855
836 X1=X

```

```

838 IFX1=63THENX1=-1
840 PRINT@P,CHR$(X1+64);" ";B$(X); goto 12
842 PRINT@P+10,C$(X-27);
845 IFX=39THENGOSUB2620:INPUTK$:GOSUB1760:P=162:GOSUB2610
850 P=P+32
855 REM
860 NEXTX
870 GOSUB2620
875 INPUTK$
880 GOTO135
900 CLS
920 PRINT"PROGRAM TERMINATED"
930 END
1000 CLS
1500 REM
1510 FORX=1TO13
1515 READD$
1520 KQ$(X)=D$
1530 NEXTX
1532 FORX=1TO64
1534 READD$
1536 B$(X)=D$
1538 NEXTX
1540 RETURN
1550 REM
1560 POKE30862,PL:POKE30863,PH:POKEPSUB,5
1570 FORX=1TO13
1580 PRINT@455+X,KQ$(X);
1585 X=USR(X)
1590 NEXTX
1595 RETURN
1600 REM
1610 PRINT@36,"VZ-200 MORSE CODE TUTOR";
1620 PRINT@97,"SPEED:";:PRINT@107,"WPM";
1630 PRINT@113,"RANDOM:";
1640 RETURN
1650 REM
1660 FORX=0TO31
1670 PRINT@P+X,"-";
1680 NEXTX
1690 RETURN
1760 REM
1770 FORY=160TO480STEP32
1775 IFY=416THENGOTO1784
1780 PRINT@Y,"";
1784 NEXTY
1795 RETURN
2000 REM
2010 GOSUB1760
2020 PRINT@163,"PLEASE TYPE IN YOUR NEW TEXT";
2025 PRINT@195,"AND PRESS <A=CHANGE>";
2027 PRINT@225,"OR";
2030 PRINT@259,"PRESS <A=CHANGE> IF NO CHANGE";

```



```

2040 PRINT@291,"REQUIRED";
2042 PRINT@458,"WELL THEN?";
2045 PRINT@354,TXT$;
2050 PRINT@352,;:INPUT TXT$
2055 PRINT@383," ":PRINT@415," "
2102 GOSUB1760
2105 PRINT@160,"TRANSMITTING:";
2106 PRINT@224,TXT$
2107 GOSUB2810
2108 GOSUB2800 *
2110 DMAX=LEN(TXT$)
2115 POKE30862,PL:POKE30863,PH
2120 FORD=1TODMAX
2122 K1$=INKEY$
2124 IFK1$="X"THENGOTO2205
2130 T=ASC(MID$(TXT$,D,1))
2148 REM
2150 IFT<64THENT=T+64:GOTO2148
2152 IFT>127THENT=T-64:GOTO2148
2160 T=T-64
2170 D1$=LEFT$(TXT$,D-1)+(CHR$(T+192))+RIGHT$(TXT$,DMAX-D)
2175 L=LEN(B$(T)):IFL<1THENGOTO2200
2180 PRINT@224,D1$
2185 GOSUB2850
2190 GOSUB2300
2200 NEXTD
2201 FOR X1=1TOS*3:NEXTX1
2202 GOTO2120
2205 PRINT@255," ";
2210 GOTO135
2300 REM
2320 BM$=B$(T)
2322 SD=S-29
2325 FORX=1TOL
2330 TC$=MID$(BM$,X,1)
2335 IFTC$="."THENPOKEPSUB,S
2340 IFTC$="-"THENPOKEPSUB,S*3
2343 FORI=1TOSD:NEXTI
2345 X=USR(X)
2350 NEXTX
2360 FORI=1TOSD*1.7:NEXTI
2399 RETURN
2400 REM
2410 GOSUB1760
2430 GOSUB3050
2440 GOSUB1550
2450 PRINT@469,;:INPUTSX
2460 SX1=INT(SX)
2470 IFSX1<5ORSX1>15THENSOUND31,2:GOTO2450
2500 PRINT@103,SX1;
2505 S=125-SX1*8
2510 GOTO135
2610 PRINT@164,"INTERNATIONAL MORSE CODE";:RETURN

```


INVENTORY

This program will let you load and save inventory information on your VZ-200's cassette player. You give each item a name and number and the Computer will do the rest!

```

2 CLS:PRINT:PRINT:PRINT
4 PRINT"      XXXXXXXXXXXXXXXXXXXX
5 PRINT"      BY ANDRE' SCHOEN"
6 PRINT:INPUT"INSTRUCTION (Y/N)";V$
7 IF V$="Y"THEN GOSUB 1000
10 CLEAR 5000:CLS:DIM N$(400):DIM A$(400):DIM P$(400)
15 P1=1
20 CLS:PRINT@10,"XXXXXXXXXXXX":COLOR 7
21 PRINT"#####"
30 PRINT" TYPE 1-TO BUILD A FILE      "
40 PRINT" TYPE 2-TO SEE THE WHOLE FILE "
50 PRINT" TYPE 3-FOR INDIVIDUAL ENTRY  "
60 PRINT" TYPE 4-CHANGE REFFERENCE'S   "
70 PRINT" TYPE 5-TO SAVE FILE          "
80 PRINT" TYPE 6-TO LOAD FILE          "
82 INPUTQ
84 IF Q=1THEN100
86 IF Q=2THEN200
88 IF Q=3THEN300
90 IF Q=4THEN400
92 IF Q=5THEN500
94 IF Q=6THEN600
95 IF Q=99THEN1200
96 GOTO 82
100 CLS:PRINT:PRINT:PRINT:PRINT"WHEN READY HIT RETURN"
103 PRINT" XXXXXXXXXXXXXXXXXXXX "
105 INPUT"TO CLOSE TYPE 9999 FOR NAME ";X
110 FORI=P1TO400:CLS:PRINT:PRINT:PRINT" ENTER SUBJECT NAME."
112 INPUT N$(I)
115 IF N$(I)="9999"THEN P1=I:GOTO 150
120 INPUT" ENTER SUBJECT NO# (IF ANY)";A$(I)
130 INPUT"ENTER REFFERENCE'S"; P$(I)
140 NEXT
150 PRINT"FILE CLOSED--":INPUT"TO SEE MENU ,HIT RETURN";X
160 GOTO 20
200 CLS:FORI=1TO P1:PRINT N$(I);" ";A$(I);" ";P$(I)
205 K$=INKEY$:IFK$=" "THEN205
207 NEXT
210 INPUT"TO SEE MENU ,HIT RETURN";X:GOTO 20
300 CLS:PRINT" WHAT DO YOU WANT TO SEARCH BY:"
301 PRINT" TYPE 1-SUBJECT NAME"
302 PRINT" TYPE 2-SUBJECT NUMBER "
303 INPUT K
304 IFK=2 THEN 320
305 INPUT " ENTER THE NAME ";N$
306 FORI=1TOP1:IF LEFT$(N$(I),LEN(N$))=N$ THEN 309
307 NEXT
308 PRINT" NAME NOT IN FILE":GOTO 340

```

```

309 PRINT N$(I);" ";A$(I);" ";P$(I)
310 GOTO 340
320 CLS:INPUT" ENTER THE NUMBER ";A$
321 FORI=1TOPI:IF LEFT$(A$(I),LEN(A$))= A$ THEN 330
322 NEXT
330 PRINT N$(I);" ";A$(I);" ";P$(I):NEXT
340 PRINT:PRINT"ANOTHER NAME TYPE 1.";;INRUT X
350 IFX=1THEN300 ELSE 20
400 CLS:PRINT"ENTER SUBJECT FOR CHANGE"
405 INPUT N$
410 FORI=1TOPI:IF N$=N$(I) GOTO 430
415 NEXT
420 PRINT"NAME NOT IN FILE":GOTO 460
430 PRINT"ENTER THE NEW REFFERENCE"
440 INPUT P$(I)
450 PRINT"THE LINE NOW READS"
455 PRINT N$(I);" ";A$(I);" ";P$(I)
460 INPUT"ANOTHER CORRECTION TYPE 1.";X
479 IF X=1 THEN 400
480 GOTO 20
500 REM
505 CLS:INPUT"PREPARE CASSETTE THEN RETURN ";X
510 PRINT" XXXXXXXXXX"
520 PRINT#"VZ-DATA",PI
530 FORI=1TOPI:PRINT#"VZ-DATA",N$(I),A$(I),P$(I):NEXT
540 PRINT" XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
550 INPUT"TO SEE MENU HIT RETURN ";X:GOTO 20
600 CLS:INPUT"PREPARE TAPE THEN HIT RETURN";X
620 INPUT#"VZ-DATA",PI
630 FORI=1TOPI:INPUT#"VZ-DATA",N$(I),A$(I),P$(I):NEXT
640 PRINT" XXXXXXXXXX":INPUT"TO SEE MENU HIT RETURN";X:GOTO 20
1000 CLS:PRINT:PRINT
1010 PRINT" XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX":PRINT:PRINT
1020 PRINT" THIS PROGRAM IS DESIGNED TO"
1030 PRINT" STORE INFOMATION OF ANY NATURE"
1040 PRINT" WHITCH YOU CAN STORE AND "
1050 PRINT" RETRIEVE LIKE A PROGRAM "
1060 PRINT" XXXXXXXXXX WHEN LOADING STORED DATA"
1070 PRINT" OFF A TAPE THE XXXXXXXXXX STATMENT"
1080 PRINT" WILL APPEAR "
1085 PRINT" INSTEAD OF XXXXXXXXXX ."
1086 PRINT" TO END TYPE(99) FOR MENU "
1087 PRINT" OR USE BREAK KEY"
1088 PRINT" XXXX THIS WILL WIPE ANY DATA "
1089 PRINT" STORED IN MEMORY "
1090 INPUT"HIT RETURN";X
1100 RETURN
1200 CLS:END

```


RENUM

This is a very handy subroutine that you can use to renumber your programs on the VZ-200

INSTRUCTIONS

- 1) Load the program into your VZ-200 before you start writing your program.
- 2) Type RUN 9901 to start the subroutine.
- 3) Type in the total number of lines in your program.
- 4) Type in the first and last line numbers to be renumbered.
- 5) Type in the first new line number and the step or increment between lines.

The program will list each old line number and the new number as each line is changed.

NOTE-This routine will only work if the lines to be changed are between 100 - 9900 and all cross references (ie.GOTO or GOSUB) have a leading blank or zero (ie.100 GOTO 500 not 100 GOTO500).

```
9900 STOP
9901 INPUT"MAX.NO.OF#'S<9900";N:N=N+1
9902 DIMA(N+1),L%(N),N%(N),D(3)
9904 INPUT"1ST, LAST# TO RENUM";E,K:G=65536:H=32767
9906 X=30884:GOSUB9990:A(0)=Z:B$=CHR$(8):D=1
9907 X=A(I):GOSUB9990:A(I+1)=Z:X=X+2:GOSUB9990:L%(I)=Z
9908 IFZ>9900THEN9910ELSEI=I+1:GOTO9907
9910 IFF>L%(J)THENJ=J+1:GOTO9910ELSEF=J
9911 IFK>L%(J)THENJ=J+1:GOTO9911ELSEK=J
9912 I=I-1:INPUT"1STNEW#,STEP";T,S:FORJ=0TOI:N%(J)=L%(J):NEXT
9913 FORJ=FTOK:IFK=ITHEN9914ELSEIFT>=L%(K+1)THEN9950
9914 IFF=0THEN9915ELSEIFT<=L%(F-1)THEN9960
9915 N%(J)=T:T=T+S:NEXT
9916 FORJ=FTOK:T=N%(J):B=INT(T/256):X=A(J)+2:GOSUB9990:POKEY,B
9917 POKEX,T-256*B:NEXT:PRINT" XREF#'S";TAB(21)"OLD NEW
9918 FORJ=0TOI:FORM=A(J)+4TOA(J+1)-1:A=M:IFA>HTHENA=A-G
9919 B=PEEK(A):IFO>0THEN9922
9920 IFB=141ORB=145ORB=149ORB=202THENO=1
9921 GOTO9940
9922 IFB=32THEN9940
9923 IFB>47ANDB<58THENL=10*L+B-48:GOTO9940
9924 IFB=141ORB=145THEN9940
9925 IFL=0THENO=0:GOTO9940ELSED=0
9926 IFL=L%(D)THENN=N%(D):GOTO9930
9927 D=D+1:IFD<=ITHEN9926ELSEPRINT"?REF.TO#";L;"IN#";L%(J)
```

```

9928 L=0:O=0:GOTO9940
9930 PRINTL;B$;-N;B$;:D(3)=INT(N/1000):N=N-1000*D(3)
9931 D(2)=INT(N/100):N=N-100*D(2):D(1)=INT(N/10):D(0)=N-10*D(1)
9932 FORX=0TO3:D(X)=D(X)+48:NEXTX:IFD(3)=48THEND(3)=32
9933 FORX=0TO3:A=M-(X+1):IFA>HTHENA=A-G
9934 POKEA,D(X):NEXTX:L=0:D=0
9940 NEXTM:L=0:PRINTTAB(20)L%(J);B$;TAB(25)N%(J):NEXTJ:END
9950 PRINT"NEW#";T;">= OLD#";L%(K+1):STOP
9960 PRINT"NEW#";T;"<= OLD#";L%(F-1):STOP
9990 Y=X+1:IFX>HTHENX=X-G
9992 IFY>HTHENY=Y-G
9994 Z=PEEK(X)+256*PEEK(Y):RETURN

```


CHASM CAPERS

Requires 16K RAM Pack

Have you ever wondered what an adventure game is? This program will teach you and it even has a great game for you to play! First learn about adventure games and then solve the problem of the caverns. Can you escape?

```

10 REM*****CHASM CAPERS*****
20 REM**WRITTEN FOR THE VZ-200*
30 REM**BY M.R.CLARK,1983.****
100 DIMO(12),C(3),P(5,3),Q(5,4),T2$(12),M1$(17)
105 CLS
110 GOSUB1540:GOSUB1640:R=3:Q(R,0)=-1:GOSUB390:GOTO210
120 PRINTTAB(3)"PRESS ANY KEY TO CONTINUE";
125 A1$=INKEY$
130 A1$=INKEY$:A1$=INKEY$:IF A1$="" THEN130 ELSE PRINT:RETURN
140 DATA"SEE",1,"BOT",2,"WAN",3,"ROC",4,"LAN",5,"WAT",6,"GOL",7
142 DATA"SIL",9,"SAN",10,"DIA",11,"VEN",15,"CHA",16,"PLA",18
170 DATA"STE",19,"E",1,"W",2,"N",3,"S",4,"GET",5,"DRO",6,"POU",6
171 DATA"CRO",12
172 DATA"CLO",11,"FOL",12,"INV",15,"HEL",16,"THR",6
173 DATA"FIL",13,"EMP",6,"PLA",6,"WAV",8
200 DATA"WAT",14,"CLI",9,"LOO",10,"PLU",11,"FIN",12,"JUM",12
210 S=0:F=0:B1$="":C1$="":T=T+1:PRINT
220 INPUT"WHAT DO YOU WANT TO DO";A1$:IF A1$="" THEN220 ELSEPRINT
230 FORX=1TOLEN(A1$):IF MID$(A1$,X,1)<>" " THEN250
240 B1$=LEFT$(A1$,X-1):C1$=RIGHT$(A1$,LEN(A1$)-X)
250 NEXTX:IF B1$="" THENLETB1$=A1$:C1$=""
260 Y1$=LEFT$(A1$,3):Z1$=LEFT$(C1$,3):RESTORE
270 FORX=1TO14:READD1$,D:IF D1$=Z1$ THENLETS=D
280 NEXTX
290 FORX=1TO23
300 READD1$,D:IF D1$=Y1$ THENF=D:GOTO330
310 NEXTX
320 PRINT"I DON'T UNDERSTAND ";A1$:M=13:GOTO210
330 IFF<>16 THENLETM=0
332 IFF=1GOSUB580:GOTO210
334 IFF=2GOSUB650:GOTO210
336 IFF=3GOSUB690:GOTO210
338 IFF=4GOSUB740:GOTO210
340 IFF=5GOSUB810:GOTO210
342 IFF=6GOSUB880:GOTO210
344 IFF=7GOTO210
346 IFF=8GOSUB1000:GOTO210
348 IFF=9GOSUB1070:GOTO210
350 IFF=10GOSUB1150:GOTO210
352 IFF=11GOSUB1240:GOTO210
354 IFF=12GOSUB1190:GOTO210
356 IFF=13GOSUB1220:GOTO210
358 IFF=14GOSUB1230:GOTO210
360 IFF=15GOSUB1320:GOTO210
362 IFF=16GOSUB1360:GOTO210
364 IFF=17GOSUB1370
366 GOTO210

```



]

I Don't
hurt you want to
is your all I want
friendship, I'm
coward

```

390 IFF<5THENLETQ(W,F)=1
400 IFR=1THEN410
401 IFR=2THEN430
402 IFR=3THEN440
403 IFR=4THEN450
404 IFR=5THEN420
410 PRINT"THIS IS THE PIRATE'S ROOM":GOTO490
420 PRINT"YOU'RE IN THE MYSTERY ROOM":GOTO1290
430 PRINT"YOU ARE AT AN UNDERGROUND LAKE":GOTO490
440 PRINT"AN ESCAPE HOLE IS HIGH ABOVE YOU":GOTO490
450 IFC(3)=0THEN470
460 PRINT"THIS IS A LARGE ROOM":GOTO490
470 PRINT"A VENT IS BLOWING OUT STEAM ";
480 PRINT"AND YOU CAN'T SEE ANY OBJECTS":RETURN
490 PRINT"THERE IS:"
500 FORX=1TO12:IFO(X)<>RTHEN520
510 PRINTT2$(X):L=1
520 NEXTX:IFL=0THENPRINT"NOTHING"ELSEPRINT
530 L=0:RETURN
540 IFR=3ORO(5)=6ORO(5)=RTHENLETQ(R,0)=-1:GOTO390
550 PRINT"IT'S PITCH BLACK IN HERE.YOU HAD BETTER GO BACK":M=1
560 INPUT"WHAT NOW";A1$:IFRND(0)>.7THENLETR=W:GOTO390
570 PRINT"TRY THAT AGAIN!":GOTO560
580 IFR<>1THEN600
590 W=R:R=2:GOTO540
600 IFR<>4THEN640
610 IFC(1)=1THENLETW=R:R=3:GOTO540
620 W=R:PRINT"A DEEP CHASM BLOCKS THE WAY":IFQ(4,0)THENLETM=2
630 IFF<5THENLETQ(W,F)=1:RETURNELSERETURN
640 PRINT"WRONG WAY":RETURN
650 IFR=2THENLETW=R:R=1:GOTO540
660 IFR<>3THEN640
670 IFC(1)=1THENLETW=R:R=4:GOTO540
680 GOTO620
690 IFR=5THENLETW=R:R=1:GOTO540
700 IFR=3THENLETW=R:R=2:GOTO540
710 IFR<>4THEN640
720 IFC(2)=1THENPRINT"ROCKS HAVE BLOCKED THE TUNNEL":M=3:RETURN
730 W=R:R=5:GOTO540
740 IFR<>2THEN770
750 IFO(10)=2THENLETW=R:R=3:GOTO540
760 PRINT"IT'S TOO SLIPERY AT THE MOMENT!":M=4:Q(2,4)=1:RETURN
770 IFR=1THENLETW=R:R=5:GOTO540
780 IFR<>5THEN640
790 IFC(2)=0THENLETW=R:R=4:GOTO540
800 GOTO720
810 IFS>11THENPRINT"NO WAY":SOOUND5,2;10,1:RETURN
820 IFS=0ORO(S)<>RTHENPRINT"I SEE NO ";C1$:RETURN
830 IFS=6ANDO(2)<>6THENPRINT"YOU HAVE NO BOTTLE":RETURN
840 IFO(0)>2THENPRINT"SORRY 3 IS THE LIMIT":M=5:RETURN
850 PRINT"OK":O(S)=6:O(0)=O(0)+1
860 IFO(7)=0ANDS=6THENPRINT"I SEE GOLD!":PRINTM1$(6):O(7)=R
870 RETURN

```



```

1260 IFR<>4THEN1190
1270 PRINT"THE STEAM CLEARS"
1280 C(3)=1:O(9)=4:O(11)=4:O(0)=O(0)-1:O(4)=0:GOTO490
1290 IFO(7)=6THENPRINT"THE BATS GRAB YOUR GOLD":O(0)=O(0)-1
1291 IFO(7)=6THENO(7)=2:M=17
1300 IFRND(0)>.9THENPRINT"SOMEONE IS WATCHING YOU!"
1310 GOTO490
1320 PRINT"YOU ARE CARRYING : "
1330 FOR X=1TO12:IFO(X)<>6THEN1340ELSEPRINTT2$(X):L=1
1340 NEXTX:IFL=0THENPRINT"NOTHING"ELSEPRINT
1350 L=0:RETURN
1360 IFT<2THENGOSUB1870:RETURNELSEPRINTM1$(M):RETURN
1540 FORX=1TO37:READ D1$,D:NEXT X
1550 FORX=1TO12:READT2$(X),O(X):NEXTX
1570 FORX=0TO17:READM1$(X):NEXTX:RETURN
1590 DATA"A SEED",2,"A BOTTLE",1,"A MAGIC WAND",1,"A ROCK",3
1591 DATA"A LIT LANTERN",2,"WATER",2,"GOLD",0,"",0,"SILVER",0
1592 DATA"SAND",5,"DIAMONDS",0,"A HUGE PLANT",0
1610 DATA"BE ADVENTUROUS!","YOU NEED SOME LIGHT"
1611 DATA"YOU WILL NEED MAGIC HERE","OH DEAR!"
1612 DATA"FIND SOMETHING TO IMPROVE YOUR GRIP"
1613 DATA"YOU'LL HAVE TO DROP SOMETHING"
1615 DATA"BEWARE THE BATS!"
1620 DATA"I HOPE YOU DON'T NEED THAT AGAIN","YOU WONT GET THRU"
1621 DATA"YOU'LL FIND OUT WHAT HAPPENED","WRONG ROOM"
1622 DATA"KEEP LOOKING"
1623 DATA"YOU'LL HAVE TO DO SOMETHING ABOUT THAT STEAM"
1630 DATA"TRY OTHER WORDS"
1631 DATA"WHATEVER BLOCKED YOU.WILL BLOCK THE PIRATE"
1632 DATA"ALL OBJECTS HAVE A USE","WAVE SOMETHING ELSE"
1635 DATA"DON'T BRING THE GOLD THIS WAY AGAIN"
1640 CLS:PRINT"*****"
1645 PRINT
1650 PRINTTAB(5)"*****"
1655 PRINT
1660 PRINTTAB(7)"*****"
1665 PRINT
1670 PRINT"*****"
1680 PRINT"ADVENTURE GAMES TUTORIAL (1)"
1690 PRINT"INTSRUCT. FOR CHASM CAPERS (2)"
1700 PRINT"CHASM CAPERS (3)"
1710 PRINT"*****"
1715 PRINT
1720 PRINTTAB(3)"*****";
1725 FORI=1TO10:NEXT
1730 GOSUB130
1740 A=INT(VAL(A1$)):IFA<1ORA>3THEN1730
1750 IFA=1THEN2000;
1751 IFA=2THEN1770;
1752 IFA=3THEN2640;
1760 CLS:RETURN
1770 CLS:PRINT"*****"
1780 PRINT" AT THE BEGINNING OF THE GAME"

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1785 PRINT"YOU HAVE BEEN THROWN BY FORCES"
1790 PRINT"BEYOND YOUR CONTROL INTO A DARK"
1795 PRINT"UNDERGROUND CAVERN WITH TUNNELS"
1800 PRINT"LEADING TO OTHER ROOMS (5 TOTAL)";
1805 PRINT"THESE ROOMS CONTAIN ODD PIECES"
1810 PRINT"OF EQUIPMENT WHICH WILL CERTAIN-";
1815 PRINT"LY COME IN VERY HANDY TO YOU.THE";
1820 PRINT"OBJECT OF THE GAME IS TO ESCAPE"
1825 PRINT"FROM THE CAVES USING THE TOOLS"
1830 PRINT"YOU DISCOVER,CARRYING THE PREC-"
1835 PRINT"IOUS TREASURES HIDDEN THERE."
1838 PRINT
1840 GOSUB120
1850 CLS:PRINT"THE FEWER MOVES IT TAKES YOU TO"
1855 PRINT"ACCOMPLISH THIS,THE CLOSER YOU"
1860 PRINT"GET TO A PERFECT SCORE."
1865 PRINT"    USE THE COMMANDS H,M,L,R,AS"
1870 PRINT"DIRECTIONS FOR MOVING FROM CAVE"
1875 PRINT"TO CAVE,OTHERWISE USE 2-WORD"
1880 PRINT"COMMANDS (A ROOM AND A ROOM) TO"
1885 PRINT"ACCOMPLISH YOUR TASKS."
1890 PRINT"    TRY DIFFERENT COMMANDS AS"
1895 PRINT"THOUGH YOU WERE REALLY IN THAT"
1900 PRINT"SITUATION.YOU WILL SOON GET THE"
1905 PRINT"HANG OF IT."
1910 PRINT"    IF YOU TYPE ROOM YOU WILL BE"
1915 PRINT"SHOWN AGAIN THE ROOM IN WHICH"
1920 PRINT"YOU RESIDE."
1925 GOSUB120
1930 CLS:PRINT"    IF YOU TYPE ROOM YOU"
1935 PRINT"WILL BE SHOWN A LIST OF WHAT"
1940 PRINT"YOU ARE CARRYING."
1945 PRINT"    IF YOU TYPE ROOM YOU MAY"
1950 PRINT"RECEIVE A USEFUL HINT."
1953 PRINT
1955 PRINTTAB(9)"XXXXXXXXXXXXXXXXXXXX"
1958 PRINT
1960 GOSUB120:GOTO1640
1990 GOSUB120:RETURN
2000 CLS:PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
2010 PRINT"    AN ADVENTURE IS A ROLE PLAY-"
2015 PRINT"ING GAME INVOLVING A COMPUTER"
2020 PRINT"SIMULATION OF AN IMAGINARY WORLD";
2025 PRINT"INTO WHICH YOU ENTER AND PERFORM";
2030 PRINT"VARIOUS TASKS AS THOUGH YOU WERE";
2035 PRINT"REALLY IN THAT SITUATION.YOU"
2040 PRINT"TAKE ACTION BY GIVING THE COMP-"
2045 PRINT"UTER A SERIES OF ONE OR TWO WORD";
2050 PRINT"COMMANDS CONSISTING OF A ROOM OR";
2055 PRINT"A ROOM,SUCH AS,ROOM,ROOM,ROOM,ROOM";
2060 PRINT",ROOM,ROOM,ETC.YOU ARE INFORMED"
2065 PRINT"OF THE RESULTS OF ACTIONS BY"
2070 PRINT"MESSAGES OR PICTURES ON THE SCR-";

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2075 PRINT"EEN."
2080 GOSUB120
2085 CLS:PRINT"    THE GOAL OF MOST GAMES IS FOR";
2090 PRINT"YOU TO FIND AND RESCUE SOMEONE"
2095 PRINT"OR TO DISCOVER AND TO ESCAPE WI-";
2100 PRINT"TH ITEMS OF VALUE.GENERALLY YOUR";
2105 PRINT"QUEST IS FILLED WITH PERIL BUT"
2110 PRINT"YOU CAN BE ASSISTED BY OBJECTS"
2115 PRINT"THAT YOU WILL FIND ALONG THE WAY";
2120 PRINT".USUALLY A LIMIT IS PLACED ON"
2125 PRINT"THE NUMBER OF ITEMS THAT YOU CAN";
2130 PRINT"CARRY AND ON HOW LONG SUCH USE-"
2135 PRINT"FUL THINGS AS TORCES WILL REM-"
2140 PRINT"AIN ALIGHT."
2142 PRINT
2145 GOSUB120
2150 CLS:PRINT"    IF ANY OF THE PERILS CAUSE"
2155 PRINT"YOUR 'DEATH' THIS MAY BE THE END";
2160 PRINT"OF THE GAME,BUT SOMETIMES YOU"
2165 PRINT"ARE GIVEN A CHANCE TO LIFE."
2170 PRINT"    THE VOCABULARY OF THE GAME"
2175 PRINT"IS LIMITED TO 20 TO 100 WORDS"
2180 PRINT"DEPENDING ON THE SIZE OF THE"
2185 PRINT"PROGRAM.A COMPLETE LIST OF THE"
2190 PRINT"WORDS RECOGNIZED BY THE PROGRAM"
2195 PRINT"IS SELDOM GIVEN,AS MUCH OF THE"
2200 PRINT"FUN OF PLAYING THE GAME IS IN"
2205 PRINT"LEARNING THE LANGUAGE OF THE"
2210 PRINT"GAME.IF THE PROGRAM DOESN'T UN-"
2215 PRINT"DERSTAND YOUR COMMAND,TRY SOME-"
2220 PRINT"THING ELSE."
2225 GOSUB120
2230 CLS:PRINT"    SOME TYPICAL SINGLE WORD CO-"
2235 PRINT"MMANDS ARE:-"
2240 PRINT"    INFORMATION PROVIDES A LIST OF"
2245 PRINT"THE ITEMS THAT YOU ARE CARRYING.";
2250 PRINT"    INFORMATION -MAY REVEAL SIGNIF-"
2255 PRINT"ICANT DETAIL THAT MAY ASSIST"
2260 PRINT"YOU."
2270 PRINT"    INFORMATION -MAY RESULT IN A"
2275 PRINT"USEFUL HINT."
2278 PRINT
2280 GOSUB120
2340 CLS:PRINTTAB(7)"SOME TYPICAL SINGLE WORD COMMANDS"
2350 PRINT"    MOST GAMES ALLOW THE USE OF"
2360 PRINT"SINGLE-LETTER COMMANDS FOR MOVE"
2370 PRINT"MENT SUCH AS N,S,E,W,U,D FOR"
2380 PRINT"NORTH,SOUTH,EAST,WEST,UP,AND"
2390 PRINT"DOWN."
2400 PRINT"    IN ADDITION TO LEARNING THE"
2410 PRINT"WORDS THE PROGRAM RECOGNIZES,"
2420 PRINT"YOU WILL ALSO NEED TO LEARN YOUR";
2430 PRINT"WAY AROUND THE SCENARIO,SO BE"

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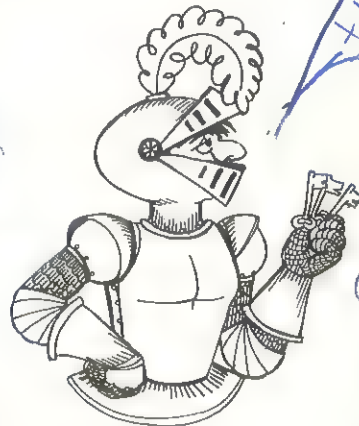

THE QUEST

Requires 16K RAM Pack

Your Castle has been captured by bandits and you were forced to flee. But now you have been joined by ten valiant knights who have sworn to help you recapture your castle.

It won't be easy. You must find the three keys needed to unlock the secret door to your castle. The bandits have heard of your quest and have hidden the keys and sent out men to attack you. Buy supplies from the bazaar and then seek the keys, gathering more men to your aid quest. Remember, the bandits know that you are coming and they may move the keys! Good fortune on your quest for a kingdom!

```
1 POKE30744,1
2 GOTO1050
4 W=10:G=30:R=25
7 DW=2:DG=4
8 X=2
89 PRINT"XXXXXXXXXX"
90 PRINT"KNIGHTS="W";IFWW=1THENPRINT"A WIZARD"ELSEPRINT":"
91 PRINT"RATIONS="R";IFHH=1THENPRINT"A HEALER"ELSEPRINT":"
92 PRINT"GOLD="G";IFGG=1THENPRINT"A GUIDE"ELSEPRINT":"
93 PRINT"KEYS="K";IFMM=1THENPRINT"A DONKEY"ELSEPRINT":"
94 IFSS=1THENPRINT"THE MAGIC SWORD"
100 PRINT"WHICH WAY N,S,E,W?"
101 IFX=2THENPRINT"THE CASTLE IS SOUTH"
102 INPUTZ$:IFZ$=""THEN102
103 GOTO700
104 PRINT"YOU ARE ON A PLAIN"
106 GOTO890
120 IFW>0THENR=R-1
121 IFW>15THENR=R-1
122 IFW>30THENR=R-1
123 IFW>45THENR=R-1
124 IFW>60THENR=R-1
125 IFW>75THENR=R-1
126 IFW>90THENR=R-1
127 IFR<0THENR=0
128 IFR<1THENW=W-2:PRINT"NO RATIONS.2 KNIGHTS STARVE"
130 IFW<1THENPRINT"NO KNIGHTS LEFT"
131 IFW<1THENPRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
132 IFW<1SOUND4,6:SOUND4,6:SOUND4,3:SOUND7,6:SOUND6,3:SOUND6,3
133 IFW<1SOUND4,3:SOUND4,3:SOUND3,2:SOUND4,8:GOTO1000
134 YY=YY+25
135 PRINT:GOTO89
140 PRINT"HERE IS A REFUGE.GOING IN Y/N?"
141 INPUTK$:IFK$=""THEN141
142 IFK$="N"THEN280
143 IFK$="Y"THEN T=INT(RND(0)*4)+4:GOTO145
144 GOTO141
145 PRINT"RECRUIT" T+2 "KNIGHTS":PRINT"GATHER" T+1 "RATIONS"
146 PRINT"GIVEN" T "BAGS OF GOLD"
```



this will be easy


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147 W=W+T+2:IFW>99THENW=99
148 R=R+T+1:IFR>99THENR=99
149 G=G+T:IFG>W*6+MM*50THENG=W*6+MM*50
152 IFK=3THENPRINT"MORE RECRUITS":W=W*2:IFW>99THENW=99
153 GOTO120
160 PRINT"FIND A BAZAAR.GOING IN Y/N"
161 INPUTX$:IFX$=""THEN161
162 IFX$="N"THEN280
163 IFX$<>"Y"THEN161
164 T=INT(RND(0)*5)+1:U=INT(RND(0)*3)+1:J=INT(RND(0)*5)+6
165 IFT=1THEN173
166 IFT=2THEN192
167 IFT=3THEN216
168 IFT=4THEN238
169 IFT=5THEN258
173 PRINT"FORSALE 100000":PRINTU"BAGS OF GOLD EACH"
174 PRINT"BUYING Y/N"
175 INPUTA$
176 IFA$="N"THEN120
177 IFA$<>"Y"THEN175
182 PRINTU"BAGS OF GOLD EACH":PRINT"HOW MANY RATIONS?";:INPUTPP
184 G=G-U*PP:R=R+PP:GOTO187
186 G=G-J*U
187 IFG<0THENPRINT"NOT ABLE TO PAY OWNER KILLS YOU"
188 IFG<0THENPRINT"NO MORE BAGS FOR SALE"
189 IFG<0SOUND4,6:SOUND4,6:SOUND4,3:SOUND7,6:SOUND6,3:SOUND6,3
190 IFG<0SOUND4,3:SOUND4,3:SOUND3,2:SOUND4,8:GOTO1000
191 GOTO920
192 PRINT"FORSALE"U"100000":PRINTJ"BAGS OF GOLD EA.BUYING Y/N"
194 INPUTB$
195 IFB$="N"THEN120
196 IFB$<>"Y"THEN194
202 PRINT"THAT IS"J*U"BAGS"
204 PRINT"AGREE TO PRICE Y/N?"
206 INPUTC$
207 IFC$="Y"THEN186
208 IFC$<>"N"THEN206
210 L=INT(RND(3))
212 IFL=1THENPRINT"NO DEAL. 100000"GOTO120
213 J=J-1:IFJ<1THENL=1:GOTO212
214 PRINT"OK...WHAT ABOUT"J*U"BAGS?":GOTO204
216 IFMM=1THENL=1:GOTO212
218 PRINT"FORSALE 100000"J"BAGS GOLD. CARRIES 50 GOLD BAGS"
219 PRINT"BUYING Y/N"
224 INPUTD$
225 IFD$="N"THEN120
226 IFD$<>"Y"THEN224
228 U=1:GOTO204
238 IFGG=1THENL=1:GOTO212
240 PRINT"FORSALE 100000"J"BAGS OF GOLD. NEVER BE LOST"
241 PRINT"BUYING Y/N"
242 INPUTES$
243 IFE$="N"THEN120

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244 IFES<>"Y"THEN242
245 U=1:GOTO204
258 IFHH=1THENL=1:GOTO212
260 PRINT"FORSALE IFHH=1"J"BAGS OF GOLD. NEVER BE ILL"
261 PRINT"BUYING Y/N"
262 INPUTES
263 IFF$="N"THEN120
264 IFF$<>"Y"THEN262
265 U=1:GOTO204
280 J=INT(RND(0)*12)+1
282 IFJ=1THEN302
284 IFJ=3THEN308
286 IFJ=5THEN318
288 IFJ=7THEN313
290 IFJ=9THEN327
291 PRINT"ALL CLEAR.NO DANGER"
301 GOTO120
302 PRINT"*UNMAPPED TERRITORY*"
303 IFGG=1THENPRINT"YOU HAVE A GUIDE!GAIN 2 KNIGHTS"
304 IFGG=1THENW=W+2:IFW>99THENW=99
305 IFGG=1THEN120
306 W=W-2:PRINT"NO GUIDE.LOSE 2 KNIGHTS":GOTO120
308 PRINT"*PLAGUE AREA*"
309 IFHH=1THENPRINT"YOU HAVE A HEALER.GAIN 2 KNIGHTS"
310 IFHH=1THENW=W+2:IFW>99THENW=99
311 IFHH=1THEN120
312 W=W-2:PRINT"NO HEALER.2 KNIGHTS DIE":GOTO120
313 PRINT"*CURSED AREA*"
314 IFWW=1THENPRINT"YOU HAVE A WIZARD.CURSE FAILS"
315 IFWW=1THENPRINT"GAIN 2 KNIGHTS":W=W+2:IFW>99THENW=99
316 IFWW=1THEN120
317 PRINT"NO WIZARD.LOSE 1/4 OF GOLD":G=3*G/4:G=INT(G):GOTO120
318 PRINT"*DRAGON ATTACKS*"
319 IFSS=1THENPRINT"YOU HAVE THE SWORD.SLAY DRAGON"
320 IFSS=1THENPRINT"CAPTURE"DW"KNIGHTS &"DG"BAGS GOLD"
321 IFSS=1THENW=W+DW:DW=4:DG=2:IFW>99THENW=99
322 IFSS=1ANDG>W*6+MM*50THENW=W*6+MM*50
323 IFSS=1THENPRINT"LOSE SWORD":SS=0:GOTO120
324 PRINT"NO SWORD.LOSE 1/4 GOLD & KNIGHTS":DG=DG+G/4:DW=DW+W/4
325 DG=INT(DG):DW=INT(DW):G=3*G/4:G=INT(G):W=3*W/4:W=INT(W)
326 GOTO120
327 J=INT(RND(0)*W)+INT(RND(0)*W)+1
328 PRINTJ"BANDITS ATTACK":PRINT"YOU HAVE"W"KNIGHTS"
329 PRINT"FIGHT OR RETREAT F/R?"
330 INPUTGS
331 IFG$="R"THENW=W-2:PRINT"LOSE 2 KNIGHTS IN RETREAT":GOTO120
332 IFG$="F"THEN336
333 GOTO330
336 P=INT(RND(0)*6)+1:Q=INT(RND(0)*7)+3
338 W=W-P:J=J-Q
340 IFW<1THEN130
342 IFJ<1THENPRINT"LOSE"P"KNIGHTS IN THE BATTLE":GOTO360
343 PRINT"LOSE"P"KNIGHTS IN BATTLE":PRINTQ"BANDITS DEAD"

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344 PRINT"SKIRMISH OVER!"
+ 345 IFW-J>3ANDW<20THENPRINT"WELL DONE.CAPTURE"J"MEN"
- 346 IFW-J>3ANDW<20THENPRINT"THEY JOIN YOUR QUEST":W=W+J:GOTO360
347 GOTO363
360 IFK=3ANDQQ=1THENPRINT"WELL DONE THEY JOIN YOUR QUEST":SOUND17,2
361 IFK=3ANDQQ=1THENSOUND20,3:SOUND17,2:SOUND20,3:SOUND17,3
362 IFK=3ANDQQ=1THENSOUND20,8:GOTO1000
363 J=INT(RND(0)*8)+1
364 IFJ=1ORJ=3THEN372
366 IFJ=2ORJ=7THEN376
368 IFJ=4ORJ=5THEN380
370 IFJ=6ORJ=8THEN384
371 GOTO390
372 IFSS=1THEN390
374 SS=1:PRINT"THEY JOIN YOUR QUEST MAGIC SWORD KILLS DRAGONS":GOTO390
376 IFWW=1THEN390
378 WW=1:PRINT"THEY JOIN YOUR QUEST WIZARD PROTECTS FROM CURSE":GOTO390
380 IFK=3THEN390
382 K=K+1:PRINT"YOU HAVE NOW FOUND"K"KEYS":GOTO390
384 PRINT"GAIN 2 RECRUITS":W=W+2:IFW>99THENW=99
390 J=INT(RND(0)*10)+1
392 IFJ=5THENPRINT"N0 GOLD FOUND":GOTO120
→ 394 G=G+4:PRINT"FIND 4 BAGS OF GOLD":GOTO120
400 PRINT"FIND A CAVE.GOING IN Y/N?"
401 INPUTU$
[ 402 IFU$="N"THEN280
403 IFU$<>"Y"THEN401
404 GOTO410
405 PRINT"FIND SOME RUINS.GOING IN Y/N"
406 INPUTV$
407 IFV$="N"THEN280
408 IFV$<>"Y"THEN406
410 J=INT(RND(0)*3)+1
420 IFJ=2THEN327
422 GOTO362
[ 432 PRINT"YOU ARE AT THE CASTLE":PRINT"USE KEYS IN PROPER ORDER"
433 IFZZ=1THEN442
434 J=INT(RND(6)):ZZ=1
436 IFJ=1THENO$="BSG"
437 IFJ=2THENO$="BGS"
438 IFJ=3THENO$="GSB"
439 IFJ=4THENO$="GBS"
440 IFJ=5THENO$="SBG"
441 IFJ=6THENO$="SGB"
442 E=1
443 PRINT"THE KEYS ARE GOLD,SILVER & BRASS"
444 PRINT"WHICH KEY DOES OR IS":INPUTH$
- 446 IFH$=MID$(O$,E,(1))THENE=E+1:GOTO450
448 PRINT"THEY JOIN YOUR QUEST YOU'RE BACK ON THE PLAIN":SOUND4,4
449 PRINT"THE CASTLE IS DUE SOUTH":X=2:GOTO120
450 IFE>3THENQQ=1:GOTO327
460 PRINT"CORRECT":SOUND28,1:GOTO444
700 IFX=1ANDZ$<>"N"THEN711

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701 IFX=3ANDZ$<>"W"THEN711
702 IFX=4ANDZ$<>"W"THEN711
703 IFX=7ANDZ$<>"S"THEN711
704 IFX=9ANDZ$<>"E"THEN711
705 IFX=8ANDZ$="S"THEN711
706 IFX=6ANDZ$="W"THEN711
707 IFX=5ANDZ$="N"THEN711
708 IFX=2ANDZ$="S"ANDK<>3THEN710
709 GOTO104
710 PRINT"YOU NEED 3 KEYS TO ENTER CASTLE":GOTO100
711 PRINT"CAN'T GO THAT WAY":GOTO104
890 IFX=1ANDZ$="N"THENX=2:GOTO280
900 IFX=2ANDZ$="N"THENX=5:GOTO280
901 IFX=2ANDZ$="S"THENX=1:GOTO432
902 IFX=2ANDZ$="E"THENX=3:GOTO160
903 IFX=2ANDZ$="W"THENX=8:GOTO280
904 IFX=3THENX=2:GOTO280
905 IFX=4THENX=5:GOTO280
906 IFX=5ANDZ$="E"THENX=4:GOTO400
907 IFX=5ANDZ$="W"THENX=6:GOTO280
908 IFX=5ANDZ$="S"THENX=2:GOTO280
909 IFX=6ANDZ$="N"THENX=7:GOTO140
910 IFX=6ANDZ$="S"THENX=8:GOTO280
911 IFX=6ANDZ$="E"THENX=5:GOTO280
912 IFX=7THENX=6:GOTO280
913 IFX=8ANDZ$="N"THENX=6:GOTO280
914 IFX=8ANDZ$="E"THENX=2:GOTO280
915 IFX=8ANDZ$="W"THENX=9:GOTO405
916 IFX=9THENX=8
920 IFT=2THENW=W+U
921 IFT=3THENMM=1
922 IFT=4THENG=1
923 IFT=5THENHH=1
924 GOTO120
1000 PRINT"YOUR SCORE IS"
1010 SC=YY+50*(GG+HH+WW+SS+MM)+1000*K+1500*E+50*(G+R+W)
1020 PRINTSC
1030 PRINT"HIT ANY KEY TO START"
1035 INPUTZZ$:IFZZ$=""THEN1035
1040 RUN4
1050 CLS:PRINT:PRINT:COLOR8
1055 PRINT"
1060 PRINT"
1065 PRINT"
1070 PRINT"
1075 PRINT"
1080 PRINT:PRINT
1085 COLOR6:PRINT"
1090 PRINT"
1095 PRINT"
2000 PRINT"
2005 PRINT"
2006 PRINT"

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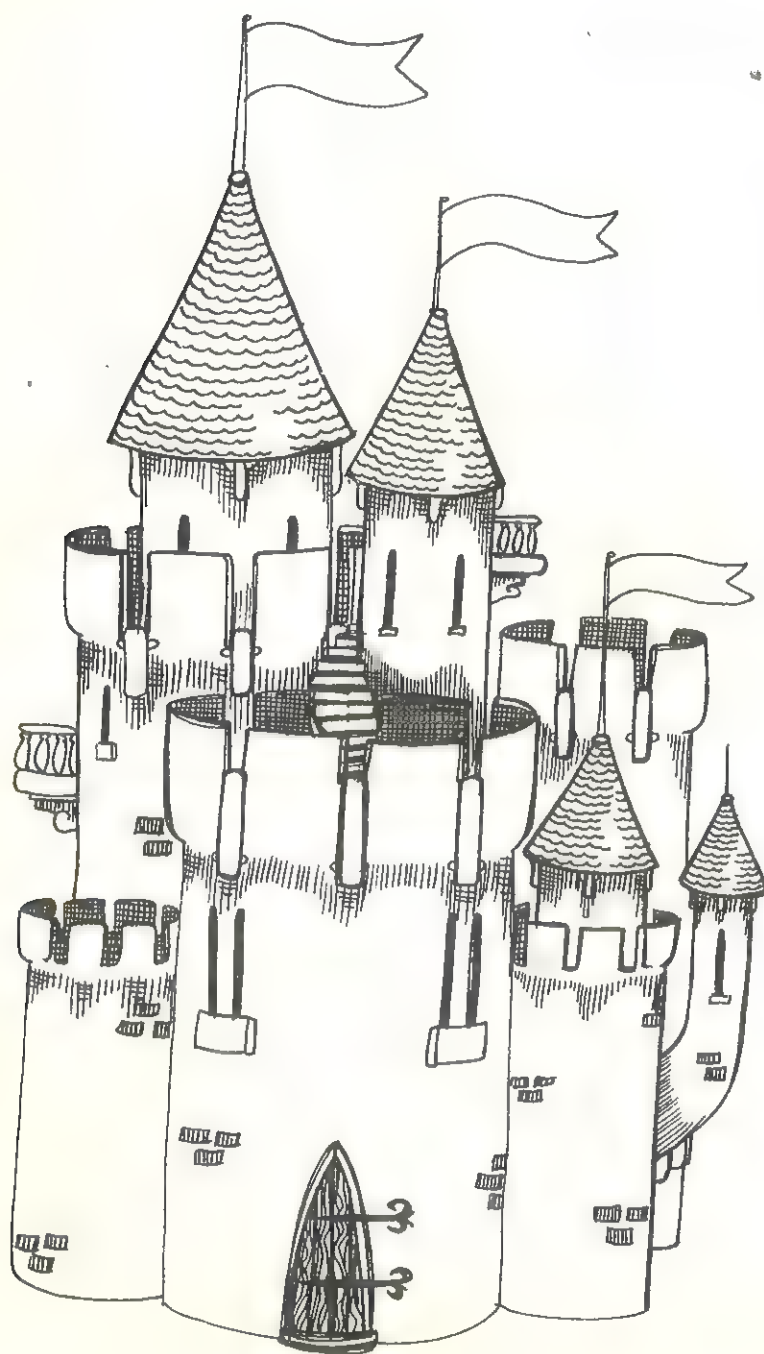
2007 PRINT"

BY C.KENYON"

2010 SOUND17,2:SOUND20,3:SOUND17,2:SOUND20,3

2015 SOUND17,3:SOUND20,8:FORI=1TO2000:NEXT

2020 GOTO4



EAR
OVA
UP AND
Over



POKER MACHINE

Requires 16K RAM Pack

Roll up, roll up, roll up! Take a chance at the VZ-200 casino!
Who knows you just might win - but then again you might not!

```

10 CLS:COLOR 2,0
12 PRINT "          *****          "
14 PRINT "          WRITTEN BY: K.J.TYRRELL  "
16 PRINT "TO PLAY,"
18 PRINT "PRESS THE SPACE          "
20 PRINT "BUTTON WHEN THE          =  =  =  100"
22 PRINT "PULL LIGHT IS          A  A  A  50"
24 PRINT "GREEN. OTHERWISE          K  K  K  25"
26 PRINT "PRESS THE (E) "
28 PRINT "BUTTON IF YOU          ***** "
30 PRINT "WISH TO QUIT.          Q  Q  Q  18"
32 PRINT "NOW, ENTER THE          J  J  J  10"
34 PRINT "NO. OF COINS YOU  10 10 10  8"
36 PRINT "WISH TO BEGIN      10 10 -   5"
38 PRINT "WITH (1 TO 999).  10 - -   3"
39 PRINT "NOW PRESS RETURN.
40 INPUT CN
50 IF CN>999 GOTO 10
60 IF CN<1 GOTO 10
90 CN$="000":PX$=" ":PY$=" ":PZ$=" "
93 MODE(1):COLOR 2,0
95 GOTO 200
100 FOR Y=2TO6
110 SET(X,Y):SET(X+1,Y)
120 NEXT:RETURN
200 REM T
210 X=9:GOSUB 100
220 SET(7,2):SET(8,2):SET(7,3):SET(8,3)
230 SET(11,2):SET(12,2):SET(11,3):SET(12,3)
240 REM H
250 X=14:GOSUB 100:X=18:GOSUB 100:SET(16,4):SET(17,4)
260 REM E
270 X=21:GOSUB 100:SET(23,2):SET(24,2):SET(25,2):SET(26,2)
280 SET(23,4):SET(24,4):SET(23,6):SET(24,6):SET(25,6):SET(26,6)
290 REM P
300 X=31:GOSUB 100:SET(33,2):SET(34,2):SET(35,2):SET(36,2)
310 SET(35,3):SET(36,3):SET(33,4):SET(34,4):SET(35,4):SET(36,4)
320 REM O
330 X=38:GOSUB 100
340 X=42:GOSUB 100
350 SET(40,2):SET(41,2):SET(40,6):SET(41,6)
360 REM K
370 X=45:GOSUB 100:SET(49,2):SET(50,2):SET(48,3):SET(49,3)
380 SET(47,4):SET(48,4):SET(48,5):SET(49,5):SET(49,6):SET(50,6)
390 REM E
400 X=52:GOSUB 100:SET(54,2):SET(55,2):SET(56,2):SET(57,2)
410 SET(54,4):SET(55,4):SET(54,6):SET(55,6):SET(56,6):SET(57,6)
420 REM R

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420 REM R
430 X=59:GOSUB 100:SET(61,2):SET(62,2):SET(63,2):SET(64,2)
440 SET(63,3):SET(64,3):SET(61,4):SET(62,4):SET(63,4):SET(64,4)
450 SET(61,5):SET(62,5):SET(62,6):SET(63,6):SET(64,6)
460 REM M
470 X=69:GOSUB 100
480 X=76:GOSUB 100
490 SET(71,3):SET(71,4):SET(72,4):SET(72,5):SET(73,5):SET(73,6)
500 SET(74,4):SET(74,5):SET(75,3):SET(75,4)
510 REM A
520 X=79:GOSUB 100
530 X=83:GOSUB 100
540 SET(80,2):SET(81,2):SET(80,4):SET(81,4):SET(82,2):SET(82,4)
550 REM C
560 X=86:GOSUB 100:SET(88,2):SET(89,2):SET(90,2):SET(91,2)
570 SET(88,6):SET(89,6):SET(90,6):SET(91,6)
580 REM H
590 X=93:GOSUB 100
600 X=97:GOSUB 100
610 SET(95,4):SET(96,4)
620 REM I
630 X=100:GOSUB 100
640 REM N
650 X=103:GOSUB 100
660 X=108:GOSUB 100
670 SET(105,3):SET(106,3):SET(106,4):SET(107,4):SET(107,5)
680 REM E
690 X=111:GOSUB 100:SET(113,2):SET(114,2):SET(115,2):SET(116,2)
700 SET(113,4):SET(114,4):SET(113,6):SET(114,6):SET(115,6)
710 SET(116,6)
800 REM BLUE BACKGROUND
810 COLOR 3
820 TU=29280:YU=29309:FOR W=1TO2:FOR Z=TUTOYU:POKE Z,170:NEXT
830 TU=TU+32:YU=YU+32:NEXT
834 TU=29344:YU=29346:FOR W=1TO29:FOR Z=TUTOYU:POKE Z,170:NEXT
836 TU=TU+32:YU=YU+32:NEXT
840 FOR W=12TO14:FOR Z=21TO49
850 SET(W,Z):NEXT:NEXT
860 TU=30272:YU=30301:FOR W=1TO14:FOR Z=TUTOYU:POKE Z,170:NEXT
870 TU=TU+32:YU=YU+32:NEXT
880 TU=29364:YU=29373:FOR W=1TO29:FOR Z=TUTOYU:POKE Z,170:NEXT
890 TU=TU+32:YU=YU+32:NEXT
900 FOR Z=43TO48:SET(120,Z):NEXT:FOR W=123TO124:FOR Z=17TO49
902 SET(W,Z):NEXT:NEXT
910 SET(121,45):SET(122,45):SET(121,46):SET(122,46)
920 FOR W=121TO126:FOR Z=11TO16:SET(W,Z):NEXT:NEXT
930 REM YELLOW INSERT
940 COLOR 2
950 FOR W=15TO79:FOR Z=21TO23:SET(W,Z):NEXT:NEXT
960 FOR W=15TO19:FOR Z=24TO49:SET(W,Z):NEXT:NEXT
970 FOR W=20TO79:FOR Z=47TO49:SET(W,Z):NEXT:NEXT
980 FOR W=35TO39:FOR Z=24TO46:SET(W,Z):NEXT:NEXT
990 FOR W=55TO59:FOR Z=24TO46:SET(W,Z):NEXT:NEXT
1000 FOR W=75TO79:FOR Z=24TO46:SET(W,Z):NEXT:NEXT

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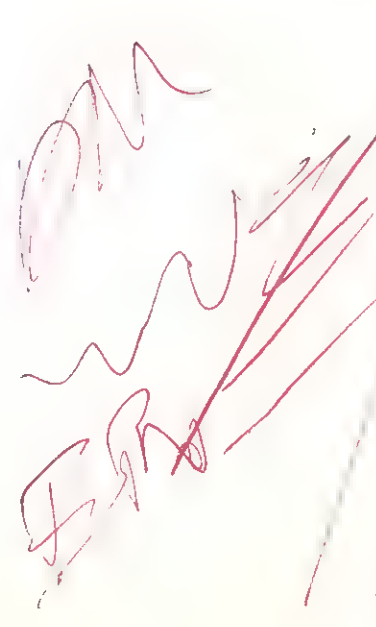
1010 REM JACKPOTS
1020 COLOR 2
1030 FFOR W=92TO95:FOR Z=22TO24:SET(W,Z):NEXT:NEXT
1040 FOR W=92TO95:FOR Z=29TO31:SET(W,Z):NEXT:NEXT
1050 FOR W=92TO95:FOR Z=36TO38:SET(W,Z):NEXT:NEXT
1060 GOTO 1100
1070 FOR W=ATOB:FOR Z=CTOD:SET(W,Z):NEXT:RETURN
1100 SET(102,21):A=103:B=103:C=21:D=25:GOSUB 1070
1110 SET(101,25):SET(102,25):SET(104,25):SET(105,25)
1120 A=107:B=107:C=21:D=25:GOSUB 1070
1130 SET(108,21):SET(109,21):SET(110,21):SET(108,25)
1140 SET(109,25):SET(110,25)
1150 A=111:B=111:C=21:D=25:GOSUB 1070
1160 A=113:B=113:C=21:D=25:GOSUB 1070
1170 A=117:B=117:C=21:D=25:GOSUB 1070
1180 SET(114,21):SET(115,21):SET(116,21)
1190 SET(114,25):SET(115,25):SET(116,25)
1200 A=28:B=101:C=105:GOSUB 1390
1210 A=28:B=107:C=111:GOSUB 1390
1220 A=30:B=101:C=105:GOSUB 1390
1230 A=32:B=101:C=105:GOSUB 1390
1240 A=32:B=107:C=111:GOSUB 1390
1250 A=35:B=101:C=105:GOSUB 1390
1260 A=35:B=107:C=111:GOSUB 1390
1270 A=37:B=101:C=105:GOSUB 1390
1280 A=37:B=107:C=111:GOSUB 1390
1290 A=39:B=101:C=105:GOSUB 1390
1300 A=39:B=107:C=111:GOSUB 1390
1310 SET(101,29):SET(105,31):SET(107,29):SET(107,30)
1320 SET(107,31):SET(111,29):SET(111,30):SET(111,31)
1330 SET(105,36):SET(101,38):SET(107,36):SET(111,38)
1340 GOTO 1410
1390 FOR Y=ATOA:FOR X=BTOC:SET(X,Y):NEXT:NEXT:RETURN
1400 REM PULL
1410 GOTO 1450
1420 FOR I=53TO59:SET(L,I):SET(L+1,I):NEXT:RETURN
1450 L=21:GOSUB 1420
1455 L=30:GOSUB 1420
1457 L=35:GOSUB 1420
1460 L=39:GOSUB 1420
1470 L=47:GOSUB 1420
1480 FORI=23TO27:SET(I,53):NEXT
1490 FORI=23TO27:SET(I,56):NEXT
1500 SET(26,54):SET(27,54):SET(26,55):SET(27,55)
1510 SET(32,58):SET(33,58):SET(34,58)
1520 SET(32,59):SET(33,59):SET(34,59)
1530 SET(41,58):SET(42,58):SET(43,58):SET(44,58)
1540 SET(41,59):SET(42,59):SET(43,59):SET(44,59)
1550 SET(49,58):SET(50,58):SET(51,58):SET(52,58)
1560 SET(49,59):SET(50,59):SET(51,59):SET(52,59)
1570 COLOR 2
1580 FFOR I=54TO58:SET(58,I):NEXT:FOR I=54TO58:SET(62,I):NEXT
1590 SET(59,54):SET(60,54):SET(61,54)

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1600 SET(59,58):SET(60,58):SET(61,58)
1605 COLOR 4
1610 FOR I=59TO61:FOR J=55TO57:SET(I,J):NEXT:NEXT
1620 REM COINS
1625 COLOR 2
1630 GOTO 1650
1640 FOR I=48TO52:FOR J=ATO A:SET(J,I):NEXT:NEXT:RETURN
1650 A=96:GOSUB1640
1660 A=101:GOSUB1640
1670 A=104:GOSUB1640
1680 A=106:GOSUB1640
1690 A=108:GOSUB1640
1700 A=112:GOSUB1640
1710 SET(97,48):SET(98,48):SET(99,48)
1720 SET(97,52):SET(98,52):SET(99,52)
1730 SET(102,48):SET(103,48):SET(102,52):SET(103,52)
1740 SET(109,49):SET(110,49):SET(110,50):SET(111,50)
1750 SET(111,51):SET(114,48):SET(115,48):SET(116,48)
1760 SET(117,48):SET(114,49):SET(114,50):SET(115,50)
1770 SET(116,50):SET(117,50):SET(117,51):SET(117,52)
1780 SET(114,52):SET(115,52):SET(116,52)
1784 REM SET BLOCKS IN REELS
1785 GOSUB 4000
1789 REM SET PULL TO GREEN
1790 GOSUB 2900
1800 REM ACTION COMMENCES
1805 GOSUB 6500
1810 K$=INKEY$
1820 IF K$=" " GOTO 1840 9000
1825 IF K$="E" GOTO 8300
1830 GOTO 1810
1840 K$="Q"
1842 REM SET PULL TO RED
1843 GOSUB 2950
1849 REM CLEAR REELS
1850 GOSUB 2200
1860 REM BRANCH TO REEL MOVE
1870 GOSUB 2500
1880 REM CHOOSE CARDS
1885 GOSUB 2200
1890 Y=24
1900 FOR W=1TO3
1910 X=RND(17)
1915 IF X=1 GOTO 4200
1920 IF X>1 AND X<5 GOTO 3000
1930 IF X>4 AND X<8 GOTO 3200
1940 IF X>7 AND X<11 GOTO 3400
1950 IF X>10 AND X<14 GOTO 3600
1960 IF X>13 AND X<16 GOTO 3750
1970 IF X=16 GOTO 3900
1975 IF X=17 GOTO 3900
1980 IF Y=24 THEN ONE=RES
1990 IF Y=44 THEN TWO=RES

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2000 IF Y=64 THEN TRE=RES
2005 FOR Q=1TO380:NEXT
2010 Y=Y+20:NEXT
2020 GOTO 4500
2199 REM RTN CLEAR REELS
2200 K=29638
2210 FOR Z=1TO11
2220 POKE K,0:POKE K+1,0:POKE K+5,0:POKE K+6,0
2230 POKE K+10,0:POKE K+11,0
2240 K=K+32:NEXT:RETURN
2499 REM ROLL 3 REELS
2500 D=0
2505 L=170
2510 K=29638
2515 D=D+1:IF D>10 THEN RETURN
2520 FOR Z=1TO11
2530 POKE K,L:POKE K+1,L:POKE K+5,L:POKE K+6,L
2540 POKE K+10,L:POKE K+11,L
2545 K=K+32
2550 NEXT
2555 IF L=85 GOTO 2505
2560 L=85:GOTO 2510
2890 REM SET PULL TO GREEN
2900 COLOR 1
2905 SET (59,55):SET(60,55):SET(61,55):SET(59,56):SET(60,56)
2910 SET(61,56):SET(59,57):SET(60,57):SET(61,57):RETURN
2940 REM SET PULL TO RED
2950 COLOR 4
2960 SET(59,55):SET(60,55):SET(61,55):SET(59,56):SET(60,56)
2970 SET(61,56):SET(59,57):SET(60,57):SET(61,57):RETURN
2999 REM DISPLAY 10
3000 COLOR 3
3010 SET(Y+3,32):SET(Y+4,32):SET(Y+5,32)
3020 FOR V=32TO38
3030 SET(Y,V):SET(Y+2,V):SET(Y+6,V):NEXT
3040 SET(Y+3,38):SET(Y+4,38):SET(Y+5,38)
3050 RES=10:GOTO 1980
3199 REM DISPLAY JACK
3200 COLOR 3
3210 FOR V=Y+1TOY+6:SET(V,32):NEXT:FOR V=33TO38:SET(Y+4,V):NEXT
3220 SET(Y,37):SET(Y,38):SET(Y+1,38):SET(Y+2,38):SET(Y+3,38)
3230 RES=11:GOTO 1980
3399 REM DISPLAY QUEEN
3400 COLOR 2
3410 SET(Y+1,32):SET(Y+2,32):SET(Y+3,32):SET(Y+4,32)
3420 FOR V=32TO38:SET(Y,V):SET(Y+5,V):NEXT
3430 SET(Y+4,36):SET(Y+6,37)
3440 SET(Y+1,38):SET(Y+2,38):SET(Y+3,38):SET(Y+4,38)
3450 RES=12:GOTO 1980
3599 REM DISPLAY KING
3600 COLOR4:SET(Y+1,32):SET(Y+6,32)
3610 SET(Y+1,33):SET(Y+5,33)
3620 SET(Y+1,34):SET(Y+4,34)

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3630 SET(Y+1,35):SET(Y+2,35):SET(Y+3,35)
3640 SET(Y+1,36):SET(Y+4,36)
3650 SET(Y+1,37):SET(Y+5,37)
3660 SET(Y+1,38):SET(Y+6,38)
3670 RES=13:GOTO 1980
3749 REM DISPLAY ACE
3750 COLOR 2
3760 FOR V=YTOY+6:SET(V,32)
3765 NEXT:FOR V=33TO38
3766 SET(Y,V)
3770 SET(Y+6,V):NEXT:FOR V=Y+1TOY+5:SET(V,35):NEXT
3780 RES=14:GOTO 1980
3899 REM DISPLAY BAR
3900 COLOR 4:FOR V=YTOY+7:SET(V,33):NEXT
3910 COLOR 3:SET(Y+1,35):SET(Y+6,35)
3920 COLOR 2:SET(Y+3,35):SET(Y+4,35)
3930 COLOR 4:FOR V=YTOY+7:SET(V,37):NEXT
3940 RES=15:GOTO 1980
3999 REM SET BLOCKS IN REELS
4000 COLOR 3
4010 X=24:Y=31:Z=30
4015 FOR W=1TO3
4020 FOR A=XTOY
4030 SET(A,Z):NEXT
4040 Z=Z+1:IF Z>40 GOTO 4060
4050 GOTO 4020
4060 X=X+20:Y=Y+20:Z=30
4070 NEXT:RETURN
4199 REM DISPLAY NINE
4200 COLOR 3
4210 FOR V=YTOY+5:SET(V,32):NEXT:SET(Y,33):SET(Y+5,33)
4220 SET(Y,34):SET(Y+5,34)
4230 FOR V=YTOY+5:SET(V,35):NEXT:SET(Y+5,36):SET(Y+5,37)
4240 FOR V=YTOY+5:SET(V,38)
4250 NEXT:RES=16:GOTO 1980
4499 REM SET COIN COUNTER
4500 CN=CN-1
4510 IF ONE=16 GOTO 5000
4520 IF ONE=TWO AND ONE=TRE GOTO 4800
4530 IF ONE=TWO AND ONE=10 GOTO 4700
4540 IF ONE=10 GOTO 4600
4550 GOTO 5000
4600 CN=CN+4:GOTO 4960
4700 CN=CN+6:GOTO 4960
4800 IF ONE=11 CN=CN+11
4805 IF ONE=10 CN=CN+9
4810 IF ONE=12 CN=CN+19
4820 IF ONE=13 GOTO 4850
4830 IF ONE=14 GOTO 4900
4840 IF ONE=15 GOTO 4950
4842 SOUND 19,1;19,1;19,2;19,1;19,1;19,2;19,1;19,1;24,2;26,2
4843 SOUND 28,2;24,1;28,1;31,5;29,1;26,1;24,2;28,2;24,2
4845 GOTO 5010

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4850 CN=CN+26:U=36:GOSUB 6000
4860 GOTO 5010
4900 CN=CN+51:U=29:GOSUB 6000
4910 GOTO 5010
4950 CN=CN+101:U=22:GOSUB 6000
4955 GOTO 5010
4960 SOUND 28,2;23,1;23,1;24,2;23,2;0,1;27,2;28,2
4970 GOTO 5010
4999 REM RTN TO PRINT COINS
5000 SOUND 4,3;6,1;7,2;4,2;10,4
5005 IF CN<1 GOTO 8500
5010 GOSUB 6500
5020 K$=INKEY$:GOTO 1790
5998 REM SET JACKPOT DOT ON AND
5999 REM OFF WITH SOUND
6000 IF U=22 XY=29399
6001 IF U=29 XY=29623
6002 IF U=36 XY=29847
6005 GOSUB 6400
6010 SOUND 11,1;11,1;11,1;7,7
6030 GOSUB 6400
6031 SOUND 9,1;9,1;9,1;6,7
6032 GOSUB 6400
6034 FOR IB=1TO2:SOUND 11,1;11,1;11,1;7,1;12,1;12,1;12,1;11,1
6040 SOUND 19,1;19,1;19,1;16,4
6042 SOUND 0,1
6043 NEXT
6044 GOSUB 6400
6045 SOUND 23,1;23,1;21,1
6050 FOR IB=1TO2:SOUND 19,4;18,1;23,1;21,1
6060 NEXT:SOUND 19,4;16,4;23,6
6070 GOSUB 6400
6080 RETURN
6400 FOR IB=1TO3
6410 POKE XY,170: POKE XY+32,170:POKE XY+64,170
6415 FOR EE=1TO5:NEXT
6420 POKE XY,85:POKE XY+32,85:POKE XY+64,85
6430 NEXT:RETURN
6499 REM PRINT NO OF COINS
6500 CN$=STR$(CN)
6510 IF LEN(CN$)=2 GOTO 6550
6520 IF LEN(CN$)=3 GOTO 6560
6530 IF LEN(CN$)=4 GOTO 6580
6540 GOTO 8000
6550 AZ$=RIGHT$(CN$,1)
6555 AX$="0":AY$="0":GOTO 6600
6560 AX$="0"
6562 AY$=MID$(CN$,2,1)
6564 AZ$=RIGHT$(CN$,1)
6566 GOTO 6600
6580 AX$=MID$(CN$,2,1)
6582 AY$=MID$(CN$,3,1)
6590 AZ$=RIGHT$(CN$,1)

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6600 IF AZ$=PZ$ GOTO 6640
6610 CP=113:NU=VAL(AZ$)
6620 GOSUB 7000
6630 PZ$=AZ$
6640 IF AY$=PY$ GOTO 6680
6650 CP=107:NU=VAL(AY$)
6660 GOSUB 7000
6670 PY$=AY$
6680 IF AX$=PX$ GOTO 6696
6690 CP=101:NU=VAL(AX$)
6692 GOSUB 7000
6694 PX$=AX$
6696 RETURN
6999 REM ACTUALLY PRINT COINS
7000 IF NU=0 GOTO 7100
7010 IF NU=1 GOTO 7150
7020 IF NU=2 GOTO 7200
7030 IF NU=3 GOTO 7300
7040 IF NU=4 GOTO 7400
7050 IF NU=5 GOTO 7500
7055 IF NU=6 GOTO 7600
7060 IF NU=7 GOTO 7700
7070 IF NU=8 GOTO 7800
7080 IF NU=9 GOTO 7900
7090 GOTO 8000
7100 COLOR 2:FOR N=CPTOCP+4:SET(N,55):NEXT
7105 COLOR 3
7110 FOR M=56TO58:FOR N=CP+1TOCP+3:SET(N,M):NEXT:NEXT
7120 COLOR 2:FOR M=56TO59:SET(CP,M):NEXT
7130 FOR M=56TO59:SET(CP+4,M):NEXT:SET(CP+1,59)
7140 SET(CP+2,59):SET(CP+3,59)
7145 GOTO 7990
7150 COLOR 3:SET(CP,55):SET(CP+3,55):SET(CP+4,55)
7160 FOR M=56TO58:SET(CP,M):SET(CP+1,M):SET(CP+3,M):SET(CP+4,M)
7170 NEXT
7180 COLOR 2:SET(CP+1,55):FOR M=55TO59:SET(CP+2,M):NEXT
7190 SET(CP,59):SET(CP+1,59):SET(CP+3,59):SET(CP+4,59)
7195 GOTO 7990
7200 COLOR 3
7210 FOR M=CPTOCP+3:SET(M,56):NEXT
7220 FOR M=CP+1TOCP+4:SET(M,58):NEXT
7230 COLOR 2:FOR M=55TO59 STEP 2:FOR N=CPTOCP+4:SET(N,M)
7240 SET(CP+4,56):SET(CP,58):NEXT:NEXT:GOTO 7990
7300 COLOR 3:FOR M=56TO58 STEP 2:FOR N=CPTOCP+3
7310 SET(N,M):NEXT:NEXT:SET(CP,57)
7320 COLOR 2:FOR N=CPTOCP+4:SET(N,55):NEXT:SET(CP+4,56)
7330 FOR N=CP+1TOCP+4:SET(N,57)
7340 NEXT:FOR N=CPTOCP+4:SET(N,59):NEXT:SET(CP+4,58):GOTO 7990
7400 COLOR 3:SET(CP+1,55):SET(CP+2,55):SET(CP+4,55)
7410 SET(CP+1,56):SET(CP+2,56):SET(CP+4,56)
7420 SET(CP,58):SET(CP+1,58):SET(CP+2,58):SET(CP+4,58)
7430 SET(CP,59):SET(CP+1,59):SET(CP+2,59):SET(CP+4,59)
7440 COLOR 2:SET(CP,55):SET(CP,56)

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7450 FOR N=CPTOCP+4:SET(N,57):NEXT:FOR N=55TO59:SET(CP+3,N)
7460 NEXT:GOTO 7990
7500 COLOR 3:FOR N=CP+1TOCP+4:SET(N,56):NEXT
7510 FOR N=CPTOCP+3:SET(N,58):NEXT
7520 COLOR 2:FOR N=55TO59 STEP2
7525 FOR M=CPTOCP+4:SET(M,N)
7530 NEXT:NEXT:SET(CP,56):SET(CP+4,58):GOTO 7990
7600 COLOR 3:FOR M=55TO56:FOR N=CP+1TOCP+4:SET(N,M):NEXT:NEXT
7610 SET(CP+1,58):SET(CP+2,58):SET(CP+3,58)
7620 COLOR 2:FOR N=55TO59:SET(CP,N):NEXT
7630 FOR N=CP+1TOCP+4:SET(N,57)
7640 NEXT:SET(CP+4,58):FOR N=CP+1TOCP+4:SET(N,59):NEXT
7650 GOTO 7990
7700 COLOR 3:FOR N=56TO59:FOR M=CPTOCP+3:SET(M,N):NEXT:NEXT
7710 COLOR 2:FOR N=CPTOCP+4:SET(N,55):NEXT
7720 FOR N=56TO59:SET(CP+4,N):NEXT:GOTO 7990
7800 COLOR 3:SET(CP+2,56):SET(CP,57):SET(CP+4,57):SET(CP+2,58)
7810 COLOR 2:FOR N=CPTOCP+4:SET(N,55):NEXT:SET(CP,56)
7820 SET(CP+1,56):SET(CP+3,56):SET(CP+4,56):SET(CP+1,57)
7830 SET(CP+2,57):SET(CP+3,57):SET(CP,58):SET(CP+1,58)
7840 SET(CP+3,58):SET(CP+4,58)
7850 FOR N=CPTOCP+4:SET(N,59):NEXT:GOTO 7990
7900 COLOR 3:SET(CP+1,56):SET(CP+2,56):SET(CP+3,56)
7910 FOR N=58TO59:FOR M=CPTOCP+3:SET(M,N):NEXT:NEXT
7920 COLOR 2:FOR N=55TO57 STEP 2:FOR M=CPTOCP+4:SET(M,N):NEXT
7930 NEXT:SET(CP,56):FOR N=56TO59:SET(CP+4,N):NEXT:GOTO 7990
7990 RETURN
8000 MODE(0):COLOR 5,1
8010 PRINT "IT WOULD APPEAR THAT YOU HAVE"
8020 PRINT "BUSTED THE BANK."
8030 PRINT "YOU THINK YOU ARE SO SMART."
8040 PRINT
8050 PRINT "MAY I INTEREST YOU IN ANOTHER"
8060 PRINT "GAME. IF YES, PRESS THE"
8070 PRINT "(C) BUTTON"
8080 PRINT
8090 PRINT "IF NO, AND MAY I SAY YOU APPEAR"
8100 PRINT "TO LACK COURAGE, PRESS THE"
8110 PRINT "(E) BUTTON":PRINT
8120 PRINT "HAVE A NICE DAY"
8130 FU$=INKEY$
8140 IF FU$="C" GOTO 10
8150 IF FU$="E" GOTO 8660
8160 GOTO 8130
8300 MODE(0):COLOR 4,1
8310 PRINT "SO YOU'RE A QUITTER,HEY."
8320 PRINT "JUST WHEN I WAS ABOUT TO"
8330 PRINT "MAKE A KILLING."
8340 PRINT "SO BE IT."
8350 PRINT "NEXT TIME YOU MAY NOT BE"
8360 PRINT "SO LUCKY."
8370 PRINT "SEE YOU LATER."
8380 PRINT:PRINT

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8390 END
8500 MODE(0):COLOR 6,1
8510 PRINT "SORRY, YOU HAVE RUN OUT OF COINS."
8520 PRINT "THE POKER MACHINE IS MY NAME,"
8530 PRINT "KEEPING YOUR COINS IS MY GAME."
8540 PRINT "HA HA"
8550 PRINT
8560 PRINT "IF YOU WISH TO START AGAIN, WITH"
8570 PRINT "MORE OF YOUR LOVELY COINS"
8580 PRINT "PRESS THE (C) BUTTON.":PRINT
8590 PRINT "IF YOU HAVE NO DESIRE FOR A"
8600 PRINT "FURTHER INVESTMENT, PRESS THE"
8610 PRINT "(E) BUTTON"
8620 FIS=INKEY$
8630 IF FIS="C" GOTO 10
8640 IF FIS="E" GOTO 8660
8650 GOTO 8620
8660 CLS:COLOR 8,0
8670 PRINT@ 225,"
8680 END
9000 reset(121,45):reset(122,45):reset(121,46):Reset(123,46)
9005 For A=123 to 124: For B=17 to 44: Reset(A,B)
9007 goto 1840

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610 IFRB=0 THEN 646
620 PRINT "DO YOU WISH TO BET ON"
621 INPUT "RED (R) OR BLUE (B)"; B$
630 IF B$ = "R" THEN R = RB: B = 0: GOTO 646
640 IF B$ = "B" THEN B = RB: R = 0: GOTO 646
646 CLS
660 PRINT "YOU MAY HAVE UP TO 4"
661 PRINT "HOW MUCH TO BET ON 1ST STRING"
662 PRINT "HOW MUCH DO YOU WISH TO BET ON"
663 INPUT "1ST STRING BET"; S1
700 REM
710 IFS1=0 THEN 900
720 PRINT "GIVE ME THE FIRST AND LAST"
721 INPUT "NUMBER OF YOUR STRING"; N1, N2
725 IF N1 < 1 THEN N1 = 1
726 IF N2 > 36 THEN N2 = 36
730 L1 = ABS(N2 - N1) + 1
735 CLS
740 PRINT "HOW MUCH TO BET ON 2ND STRING"
741 INPUT S2
750 IFS2=0 THEN 900
760 PRINT "FIRST AND LAST NUMBERS PLEASE"
761 INPUT N3, N4
765 IF N3 < 1 THEN N3 = 1
766 IF N4 > 36 THEN N4 = 36
770 L2 = ABS(N4 - N3) + 1
775 CLS
780 PRINT "HOW MUCH TO BET ON 3RD STRING"
781 INPUT S3
790 IFS3=0 THEN 900
800 PRINT "FIRST AND LAST NUMBERS PLEASE"
801 INPUT N5, N6
805 IF N5 < 1 THEN N5 = 1
806 IF N6 > 36 THEN N6 = 36
810 L3 = ABS(N6 - N5) + 1
815 CLS
820 PRINT "HOW MUCH TO BET ON 4TH STRING"
821 INPUT S4
830 IFS4=0 THEN 900
840 PRINT "FIRST AND LAST NUMBERS PLEASE"
841 INPUT N7, N8
845 IF N7 < 1 THEN N7 = 1
846 IF N8 > 36 THEN N8 = 36
850 L4 = ABS(N8 - N7) + 1
900 W = BA
910 BA = BA - O - E - R - B - S1 - S2 - S3 - S4
920 IF BA >= 0 THEN 1000
921 CLS: BA = W
922 PRINT "YOU WILL NEED MORE MONEY FOR "
923 PRINT "ALL THAT."
924 PRINT "YOUR BANK IS STILL=" INT(BA)
925 GOTO 500

```

```

1000 SP=RND(38)
1001 CLS
1003 GOTO5000
1010 IFSP=37THENC$="O":GOTO1100
1020 IFSP=38THENC$="OO":GOTO1100ELSE1190
1100 CLS
1110 PRINTC$
1111 PRINT
1112 PRINT"ALL BETS ARE LOST"
1113 PRINT"YOUR BANK IS NOW="INT(BA)
1115 FORI=1TO10:NEXT
1120 GOTO500
1190 P3=BA
1200 IFSP>=N1ANDSP<=N2THENBA=BA+(36/L1)*S1
1205 P3=BA-P3-S1
1207 P4=BA
1210 IFSP>=N3ANDSP<=N4THENBA=BA+(36/L2)*S2
1215 P4=BA-P4-S2
1217 P5=BA
1220 IFSP>=N5ANDSP<=N6THENBA=BA+(36/L3)*S3
1225 P5=BA-P5-S3
1227 P6=BA
1230 IFSP>=N7ANDSP<=N8THENBA=BA+(36/L4)*S4
1235 P6=BA-P6-S4
1300 SQ=ABS(INT(SP/2)-SP/2)
1305 P1=BA
1310 IFSQ<>0ANDAS$="O"THENBA=BA+2*O
1315 P1=BA-P1-O
1317 P2=BA
1320 IFSQ=0ANDAS$="E"THENBA=BA+2*E
1325 P2=BA-P2-E
1400 IFSP=1THEN2000
1402 IFSP=3THEN2000
1404 IFSP=5THEN2000
1406 IFSP=7THEN2000
1408 IFSP=9THEN2000
1410 IFSP=12THEN2000
1412 IFSP=14THEN2000
1414 IFSP=16THEN2000
1416 IFSP=18THEN2000
1418 IFSP=19THEN2000
1420 IFSP=21THEN2000
1422 IFSP=23THEN2000
1424 IFSP=25THEN2000
1426 IFSP=27THEN2000
1428 IFSP=30THEN2000
1430 IFSP=32THEN2000
1432 IFSP=34THEN2000
1434 IFSP=36THEN2000
1440 F1=1
1450 P7=BA
1500 BA=BA+2*B
1600 P7=BA-P7-B-R

```



```

1604 P8=P7
1605 GOTO3000
2000 P8=BA
2002 BA=BA+2*R
2005 F1=0
2100 P8=BA-P8-R-B
2200 P7=P8
3000 CLS
3001 IFF1=1THENCOLOR3
3002 IFF1=0THENCOLOR4
3005 PRINT"SPIN-SP; "PROFIT"
3006 PRINT
3007 T=0
3010 IFA$="O"THENPRINT"ODDS BET="O;"....."INT(P1):T=T+P1
3020 IFA$="E"THENPRINT"EVENS BET="E;"....."INT(P2):T=T+P2
3030 IFB$="R"THENPRINT"RED BET="R;"....."P8:T=T+P8
3040 IFB$="B"THENPRINT"BLUE BET="B;"....."P7:T=T+P7
3050 IFS1<>0THENPRINTN1"TO"N2" BET="S1;"....."INT(P3):T=T+P3
3060 IFS2<>0THENPRINTN3"TO"N4" BET="S2;"....."INT(P4):T=T+P4
3065 IFS3<>0THENPRINTN5"TO"N6" BET="S3;"....."INT(P5):T=T+P5
3070 IFS4<>0THENPRINTN7"TO"N8" BET="S4;"....."INT(P6):T=T+P6
3074 PRINTTAB(20);"TOTAL="INT(T)
3075 PRINT
3080 PRINT"BANK=";:PRINTUSING"####.##";BA
3085 M=2
3090 PRINT@305,"PRESS ENTER FOR NEW GAME"
3091 K$=INKEY$
3092 I$=INKEY$:X=RND(M)
3093 M=M+1:IFM>100THENM=2
3094 IFI$=""THEN3092
3095 IFI$<>" "THEN3092
3100 CLS:GOTO500
5000 COLOR,(RND(2)-1)
5010 PRINT@15,"O"
5020 PRINT@13,"1"
5030 PRINT@11,"2"
5040 PRINT@9,"3"
5050 PRINT@40,"E"
5060 PRINT@71,"5"
5070 PRINT@102,"6"
5080 PRINT@134,"7"
5090 PRINT@166,"8"
5100 PRINT@198,"9"
5110 PRINT@230,"10"
5120 PRINT@262,"11"
5130 PRINT@294,"12"
5140 PRINT@326,"13"
5150 PRINT@359,"14"
5160 PRINT@392,"15"
5170 PRINT@425,"16"
5180 PRINT@459,"17"
5190 PRINT@461,"18"
5200 PRINT@463,"19" 20

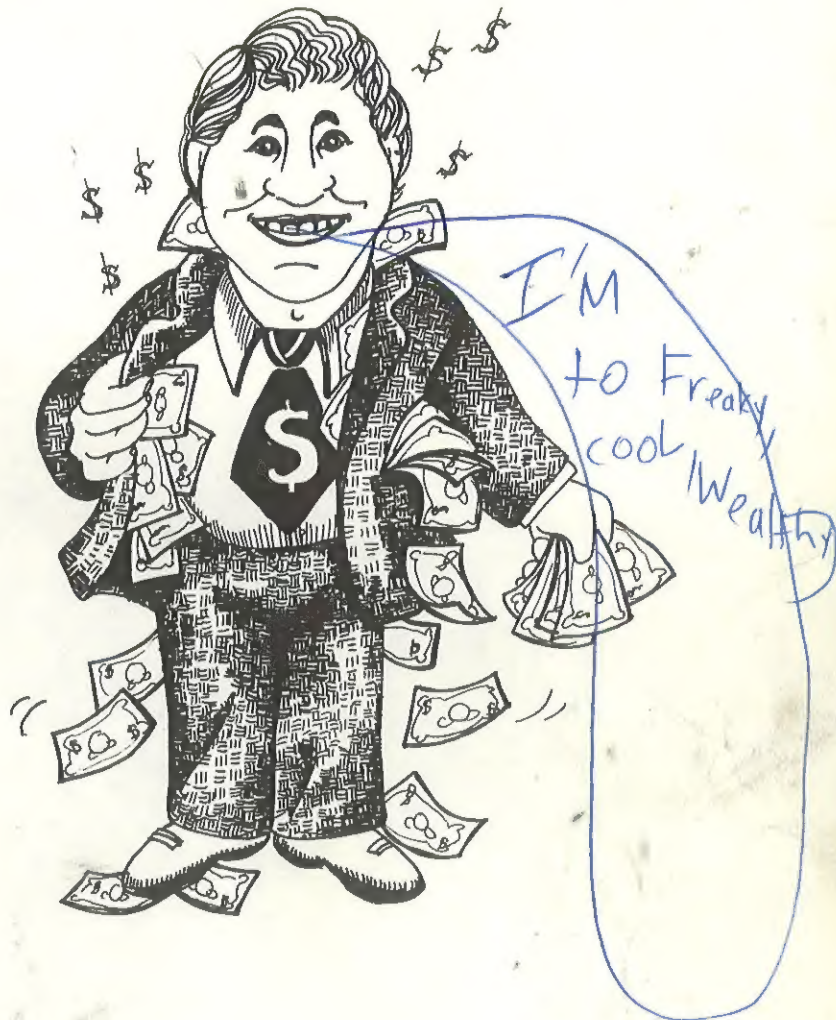
```



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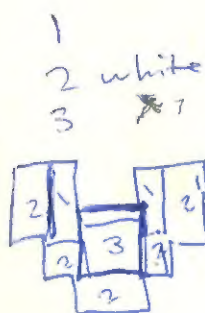
5210 PRINT@464,"M" Z /
5220 PRINT@465,"19"
5230 PRINT@467,"M"
5240 PRINT@437,"21"
5250 PRINT@406,"M"
5260 PRINT@375,"23"
5270 PRINT@344,"M"
5280 PRINT@312,"25"
5290 PRINT@280,"M"
5300 PRINT@248,"27"
5310 PRINT@216,"M"
5320 PRINT@184,"M"
5330 PRINT@152,"30"
5340 PRINT@120,"M"
5350 PRINT@87,"32"
5360 PRINT@54,"M"
5370 PRINT@21,"34"
5380 PRINT@19,"M"
5390 PRINT@17,"36"
5400 PRINT@235,"ROULETTE" 40
5500 P=0
6000 FORI=1TORND(3)
6010 GOTO7000
6040 NEXT
6050 P=SP
7000 COLOR8
7010 RESTORE
7020 READN1,N2
7030 IFN1=999THEN6040
7040 PRINT@N1," "
7050 SOUND20,1
7060 IFP=N2THEN7090
7070 PRINT@N1," "
7080 GOTO7020
7090 SOUND30,3
7100 FORL=1TO1000:NEXT
7110 CLS
7120 COLOR,0
7130 GOTOL010
7140 DATA47,37,45,1,43,2,42,3,41,4,72,5,104,6,136,7,168,8,200,9
7150 DATA232,10,264,11,296,12,328,13,361,14,362,15,395,16,427,17
7160 DATA429,18,431,38,433,19,435,20,436,21,405,22,374,23,343,24
7170 DATA311,25,279,26,247,27,215,28,183,29,151,30,119,31,86,32
7180 DATA53,33,52,34,51,35,49,36,999,999

```

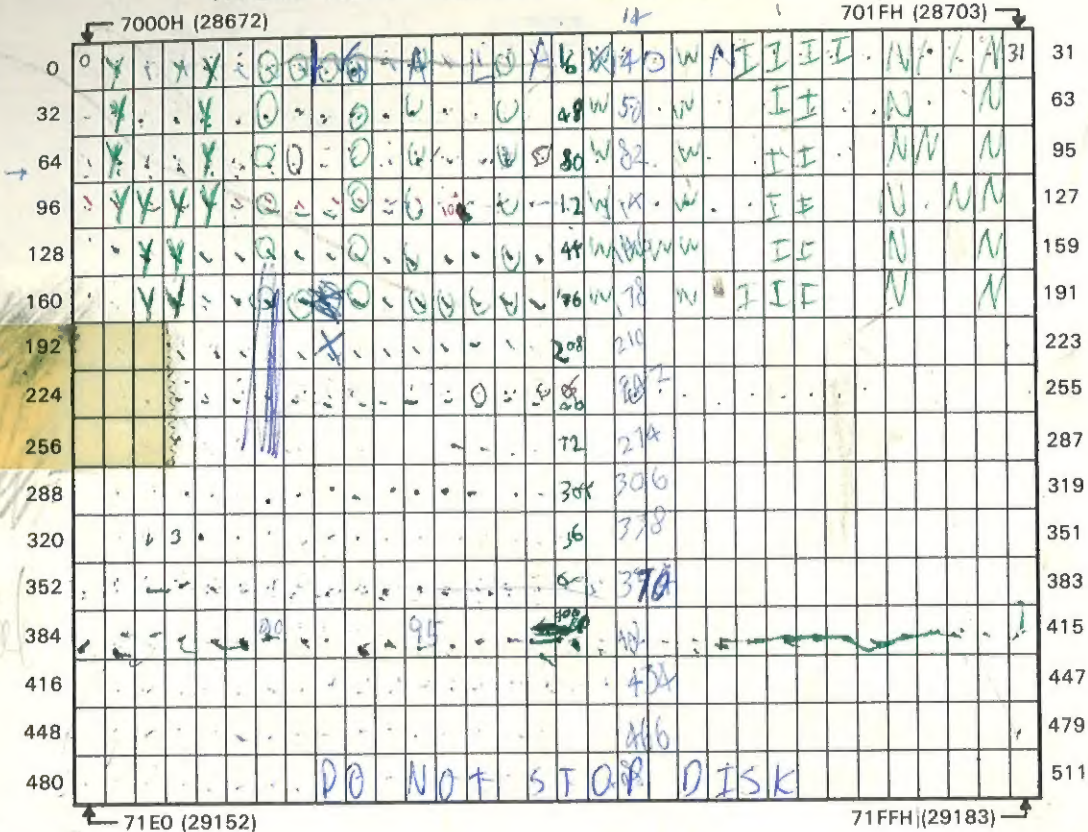


EXPLANATION OF THE GRAPHICS CODES USED IN THE PROGRAM

Line 1060 SHIFT + D
 Line 7020 CTRL + INV + TEXT: PRESS (SPACE) FOR RESULTS!
 Line 7090 CTRL + INV + TEXT: POS # NAME ODDS
 Line 7230 CTRL + INV + TEXT: PRESS (SPACE) FOR WINNINGS
 Line 7270 CTRL + INV + TEXT: SPACE and SAME PEOPLE BETTING
 (Y/N)? then SPACE
 Line 8050 CTRL + INV + TEXT: # NAME ODDS
 Line 8160 SHIFT + U
 Line 8240 SHIFT + U
 Line 8320 SHIFT + U
 Line 8360 SHIFT + U
 Line 9110 CTRL + INV + TEXT: BETTOR KITTY
 Line 30100 CTRL + INV + TEXT: VZ-200 CUP
 Line 30190 CTRL + INV + TEXT: PRESS (SPACE) TO PROCEED
 Line 31010 SHIFT + Y's
 Line 31020 SHIFT + T's
 Line 31040 SHIFT + I
 Line 31050 SHIFT + U
 Line 31070 SHIFT + S
 Line 40000 CTRL + INV + TEXT: SPACE 1 SPACE
 Line 40010 CTRL + INV + TEXT: SPACE 2 SPACE
 Line 40020 CTRL + INV + TEXT: SPACE 3 SPACE
 Line 40030 CTRL + INV + TEXT: SPACE 4 SPACE
 Line 40040 CTRL + INV + TEXT: SPACE 5 SPACE
 Line 40050 CTRL + INV + TEXT: SPACE 6 SPACE



VZ-200 VIDEO DISPLAY WORKSHEET (MODE 0)



VZ-200 VIDEO DISPLAY WORKSHEET (MODE 1)



370/178
- 59 - 338/146
306/114
274/82
242/50